



1020 . 011

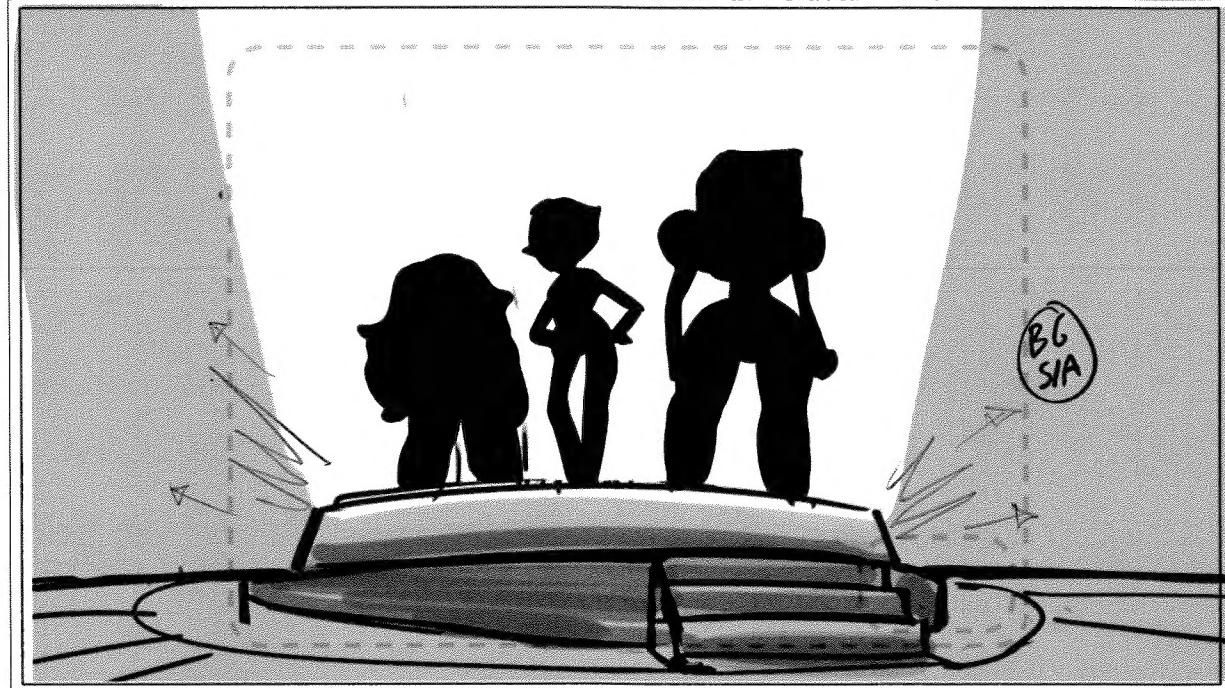
1020 . 011

1020 . 011

Scene	Panel
1	1



Scene	Panel
1	2



1020 . 011

Action Notes  
Dim, Natural light.

Slugging  
1.03

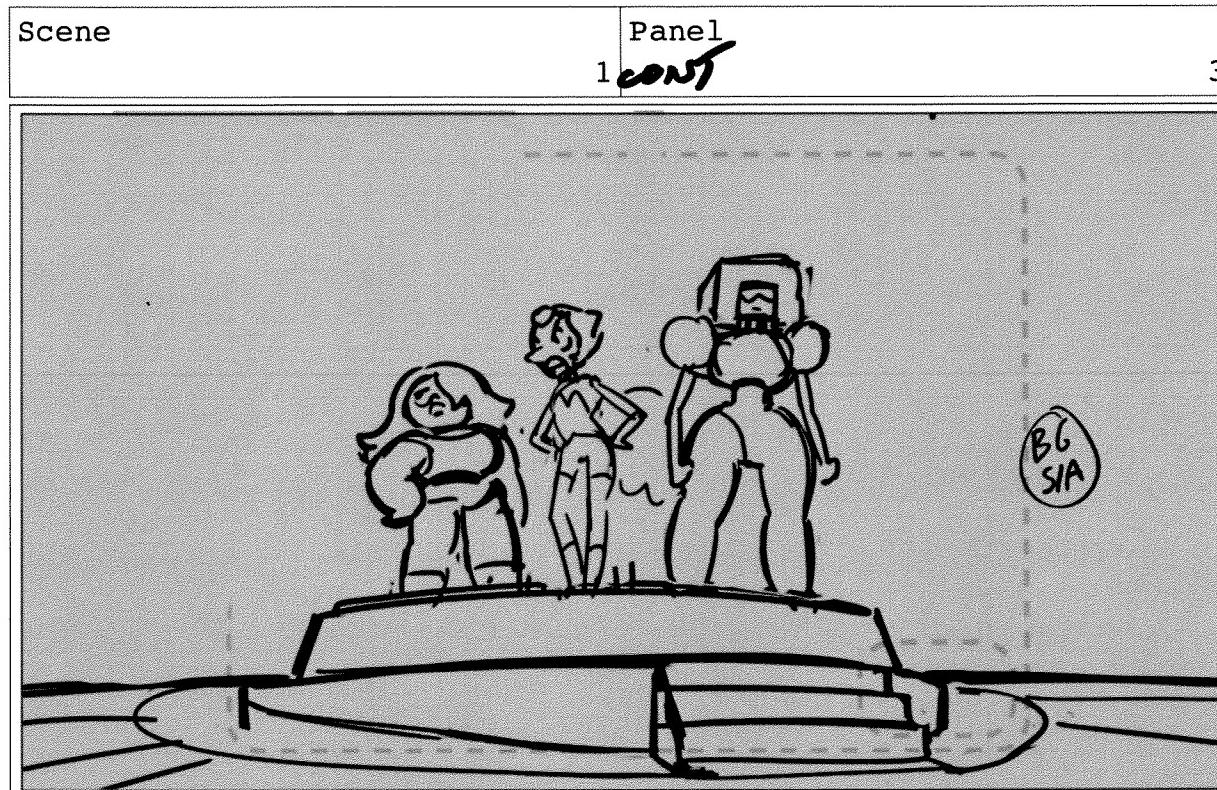
1020 . 011

Action Notes  
Gems teleport in

Slugging  
1.03

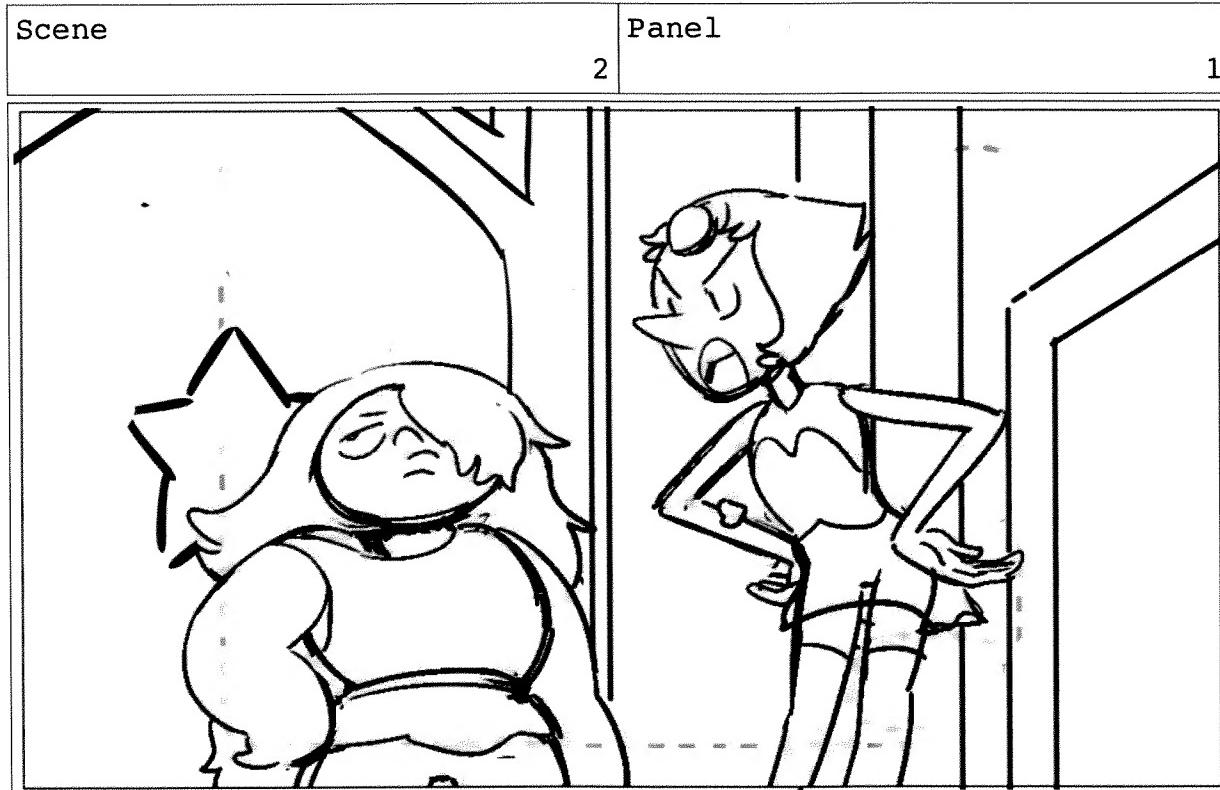
JUL 09 2015

1020 . 011



Dialog  
PEARL: HOW COULD YOU POSSIBLY THINK...

Slugging  
1.09



Dialog  
PEARL: PUNCHING A BLOOD POLYP WAS A GOOD IDEA?

Action Notes  
Pearl and Amethyst argue

Slugging  
5.04

JUL 09 2015

1020.011

Scene 2 Panel 2 *cont* 2



Scene 2 Panel 2 *cont* 3



1020.011

1020.011

**Dialog**

PEARL: LOOK AT ALL THIS GUNK YOU GOT ON ME!

**Slugging**

1.06

**Slugging**

0.04

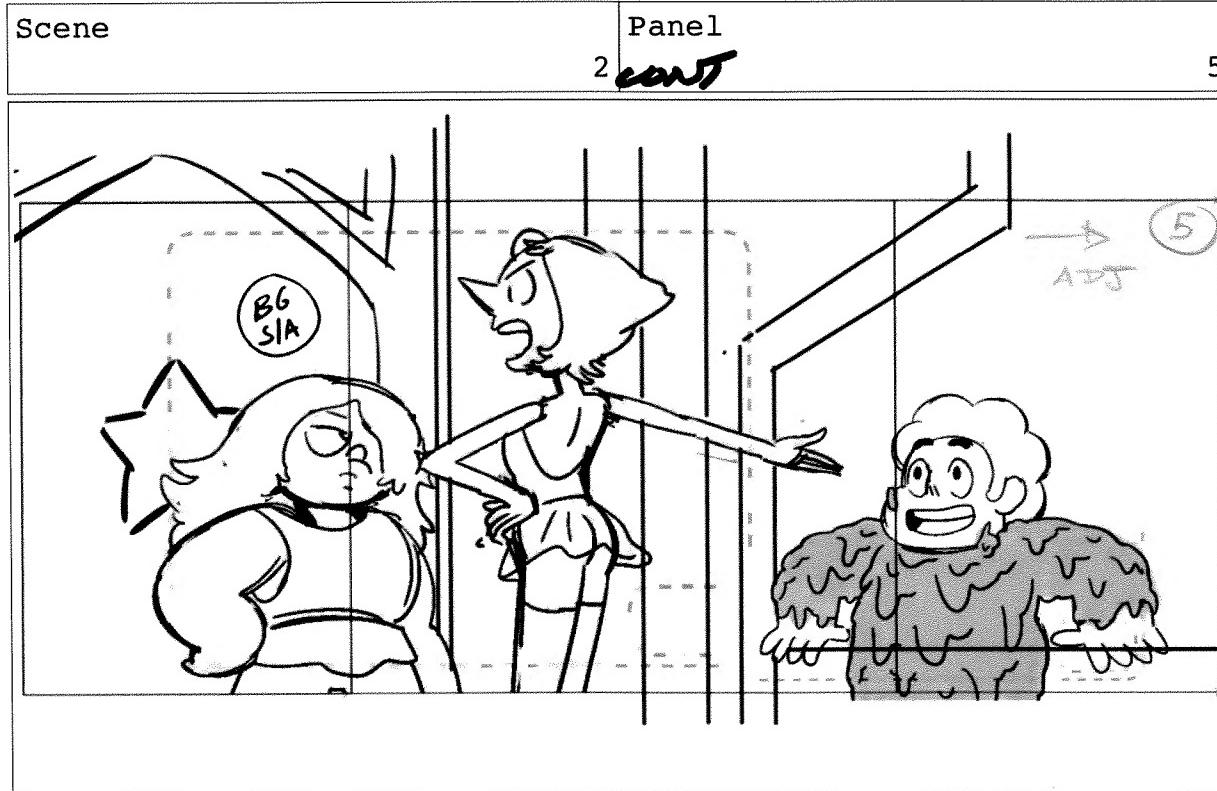
JUL 09 2011

1020.011



1020.011

Slugging 0.09



1020.011

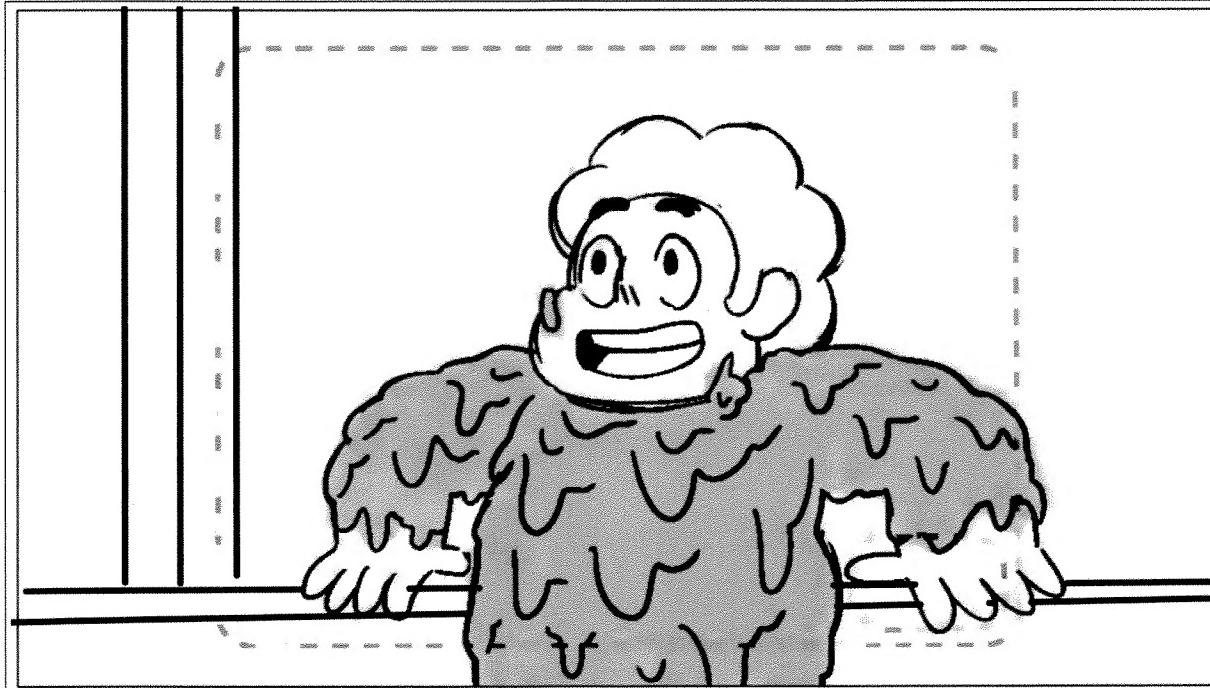
Dialog  
PEARL: AND LOOK AT STEVEN!!

Action Notes  
Adjust for Steven

Slugging 2.02  
HOLD then ADJ then HOLD.

JUL 09 2013

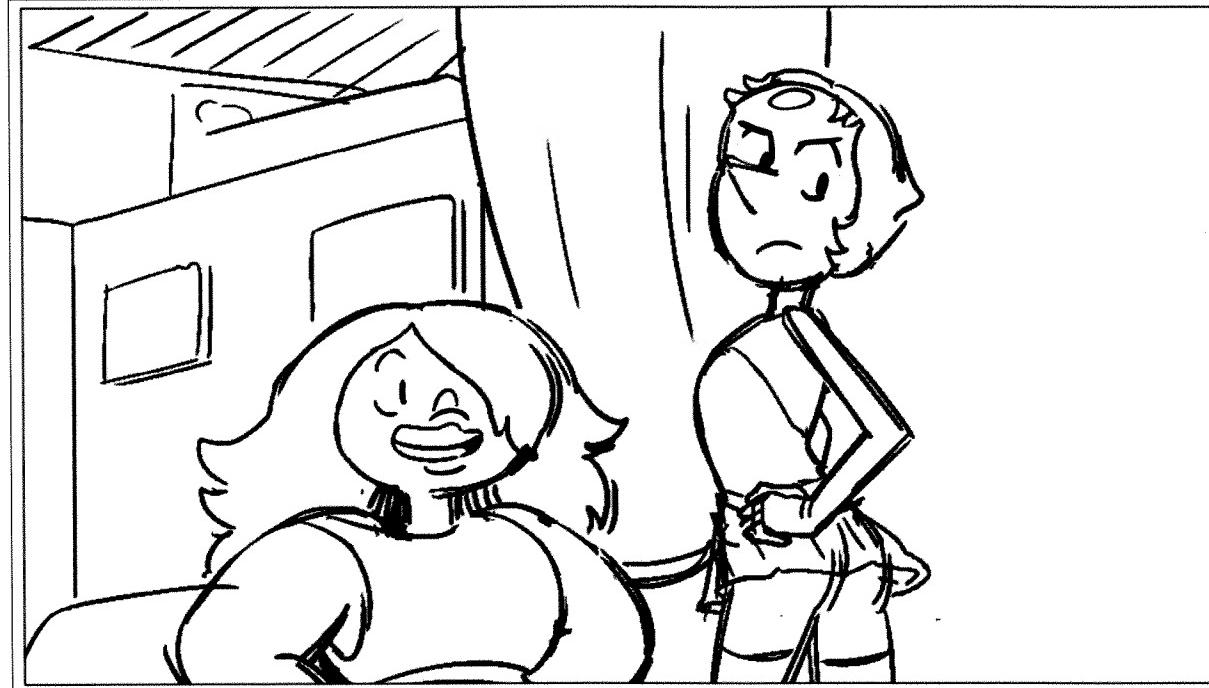
Scene 3 Panel 1



Dialog  
STEVEN: IT'S NOT SO BAD ONCE YOU GET USED TO IT.

Slugging  
3.09

Scene 4 Panel 1



Dialog  
AMETHYST: SEE?

Slugging  
Panels 1 + 2 = 2.13

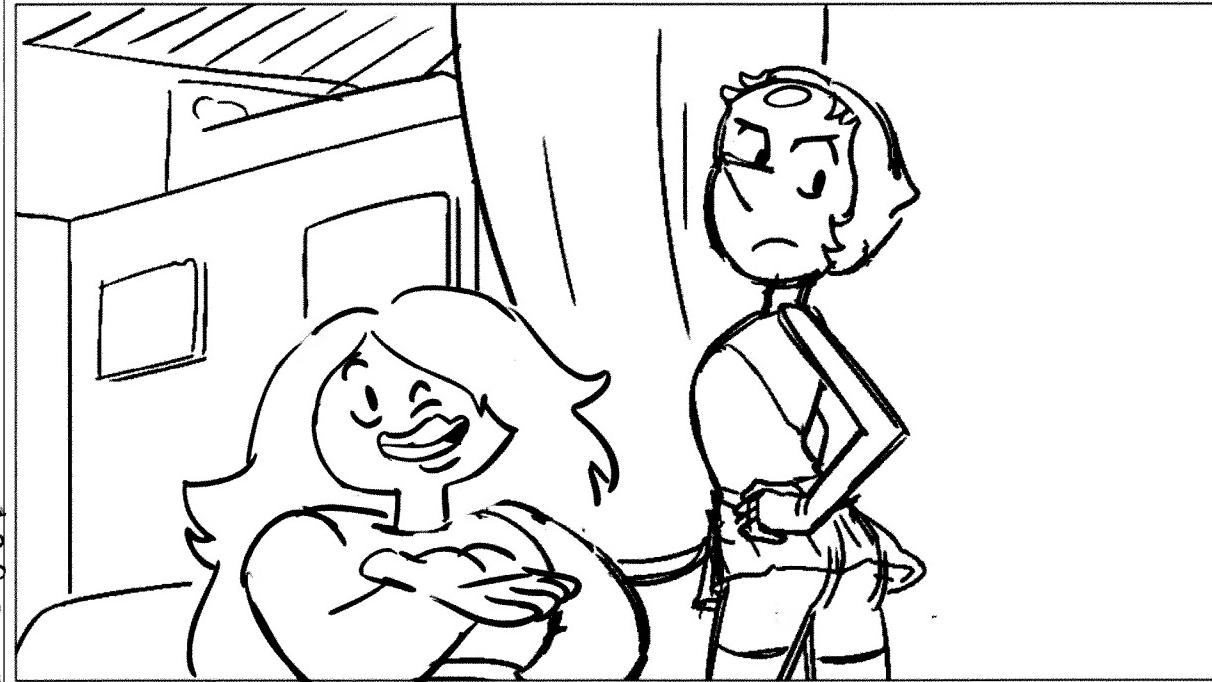
JUL 09 2013

1020.011

1020.011

1020.011

Scene 4 Panel  
4 cont 2



Scene 4 Panel  
4 cont 3



1020.011

Dialog

AMETHYST: HE LIKES IT!

Dialog

PEARL: HE CERTAINLY WON'T LIKE IT WHEN IT HARDENS!

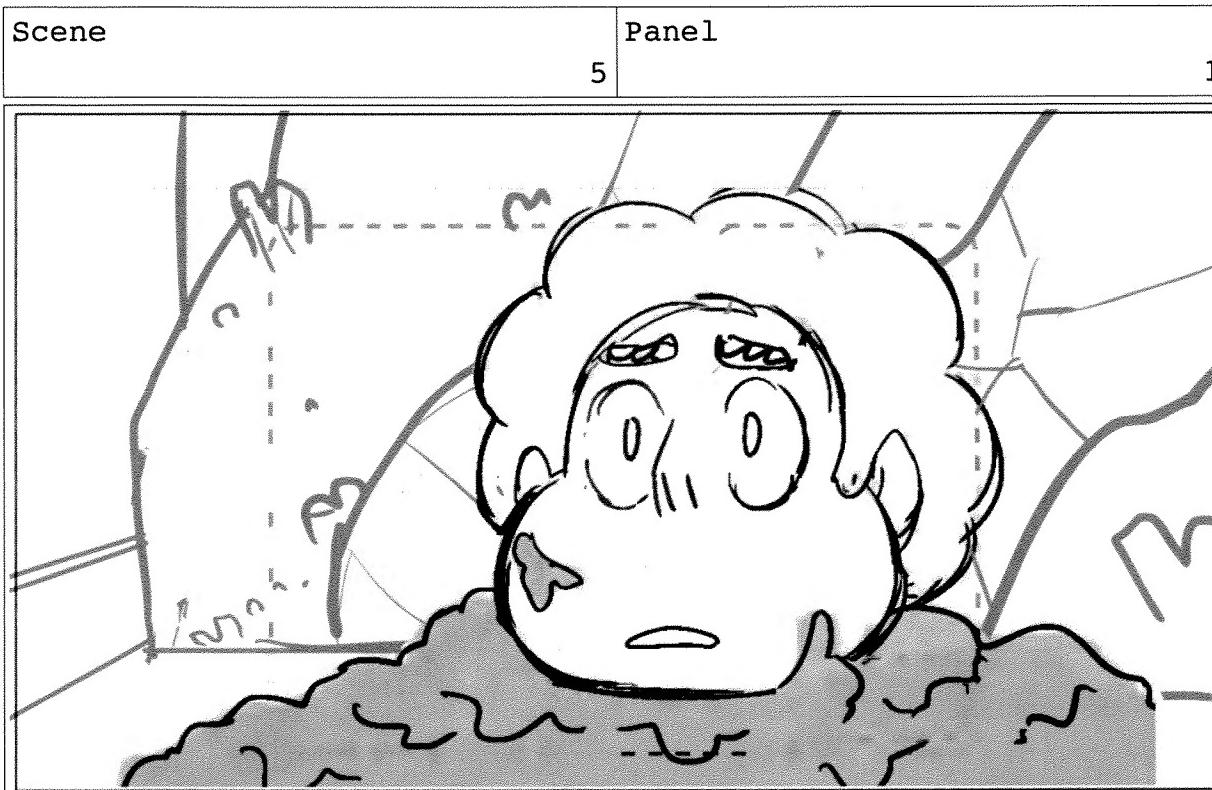
Slugging

2.11

JUL 09 2013

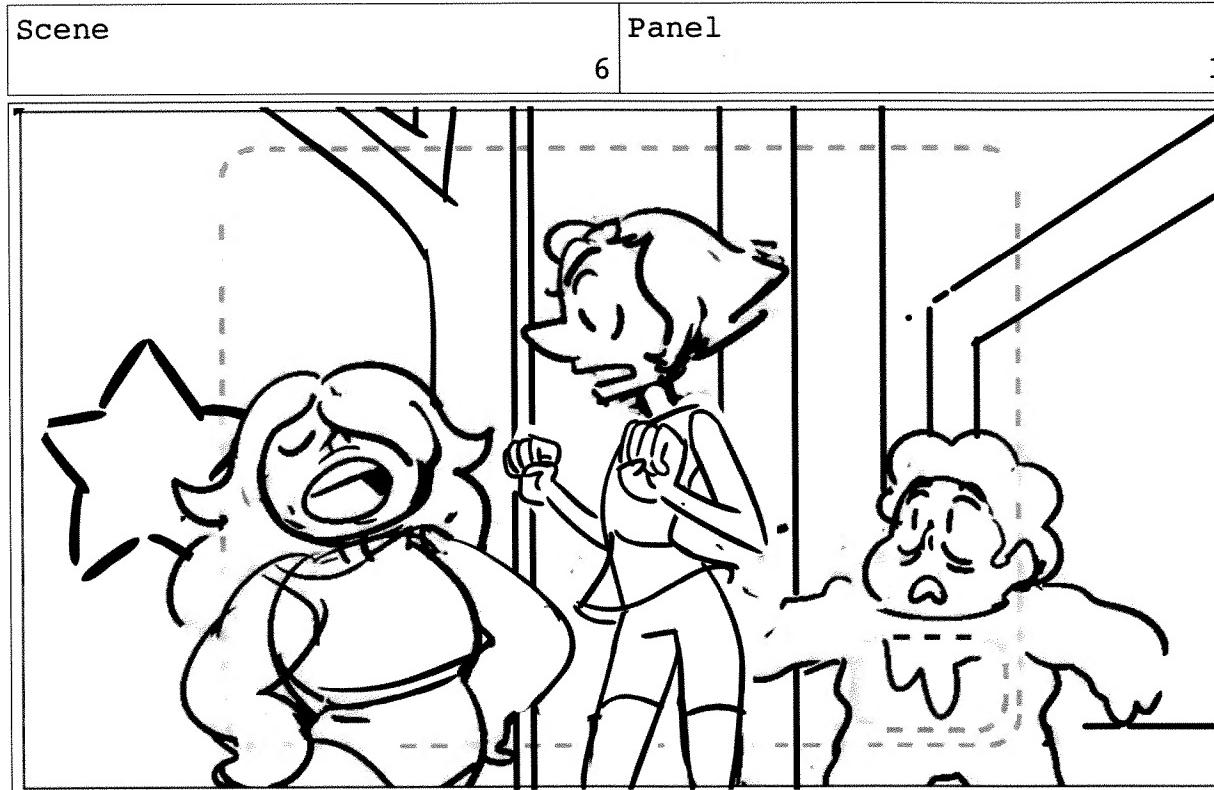
1020.011

1020.011



Dialog  
STEVEN: UH... WHAT?

Slugging  
2.01



Dialog  
AMETHYST: MAYBE HE WILL!

Slugging  
2.04

JUL 09 2011

1020.011



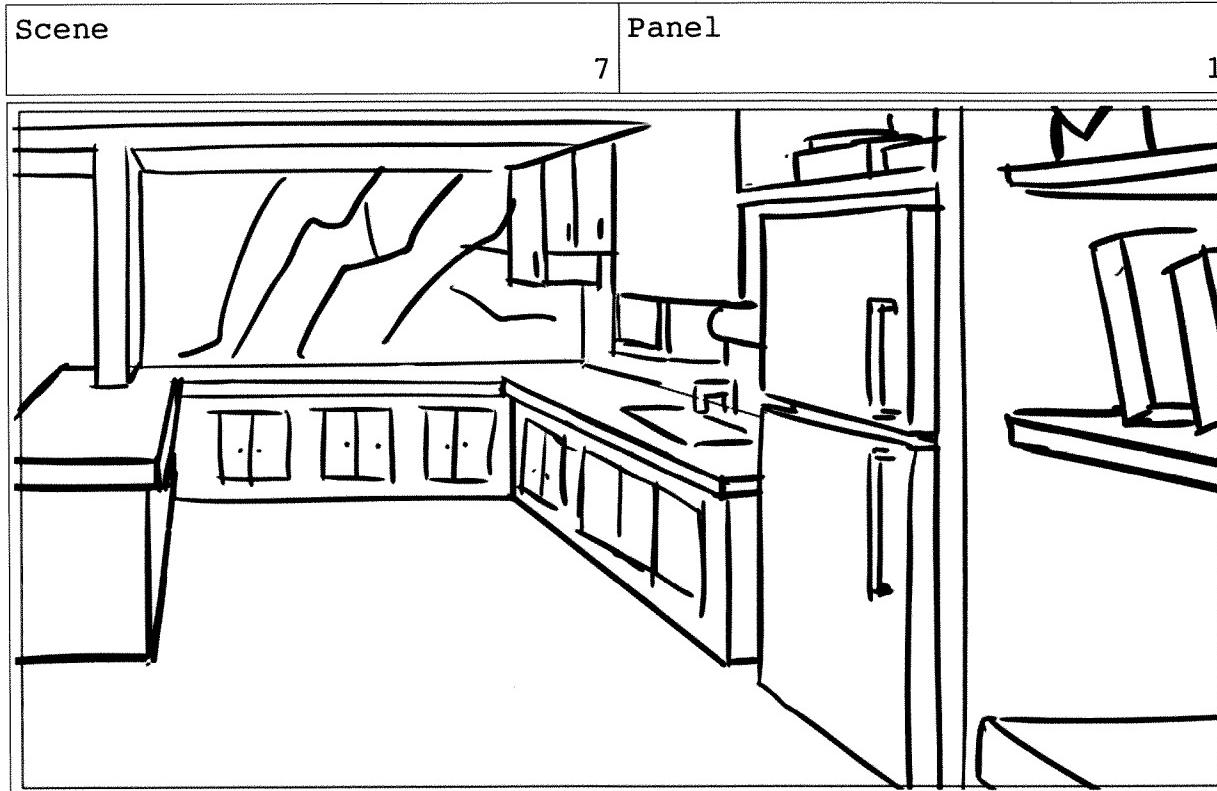
1020 . 011

Dialog

STEVEN: I'M GONNA GO WASH.

Slugging

2.10



1020 . 011

Dialog

PEARL (os): HE SHOULDN'T ...

Action Notes

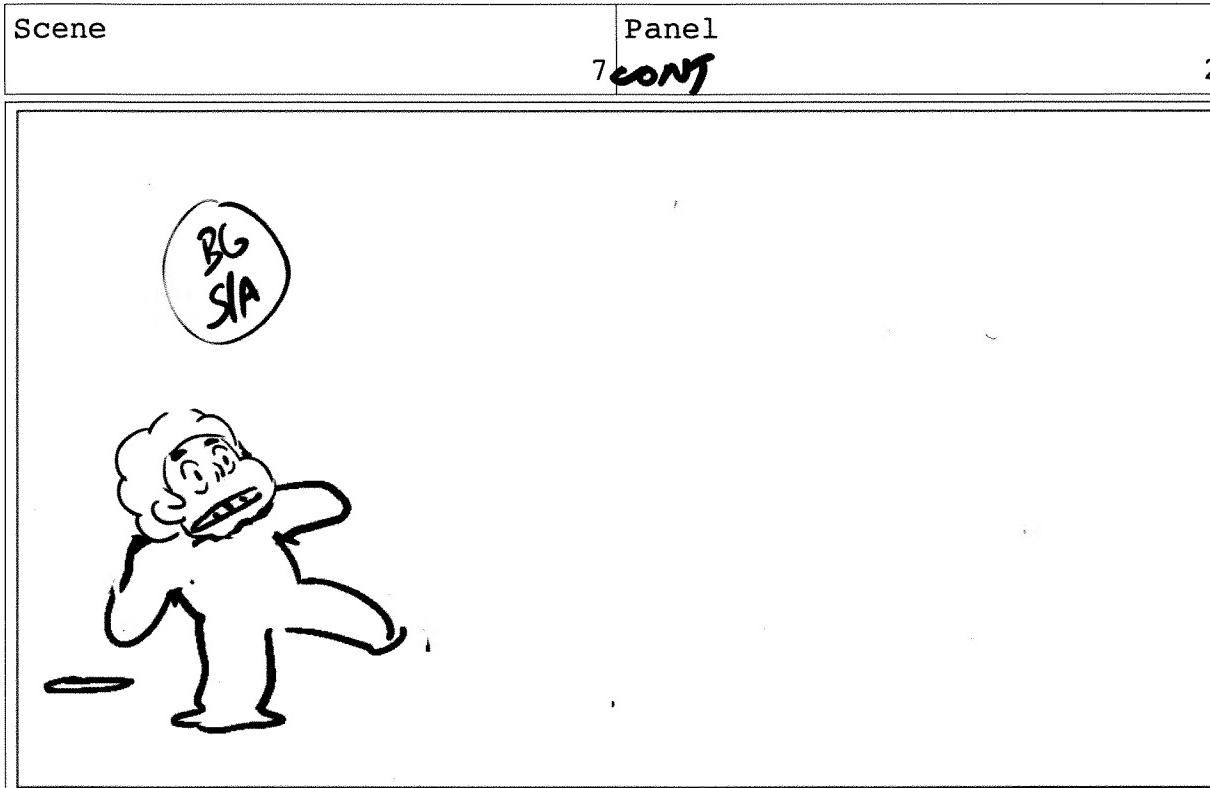
SFX: <Gunk loudly hardening>

Slugging

0.04

JUL 09 2013

1020 . 011

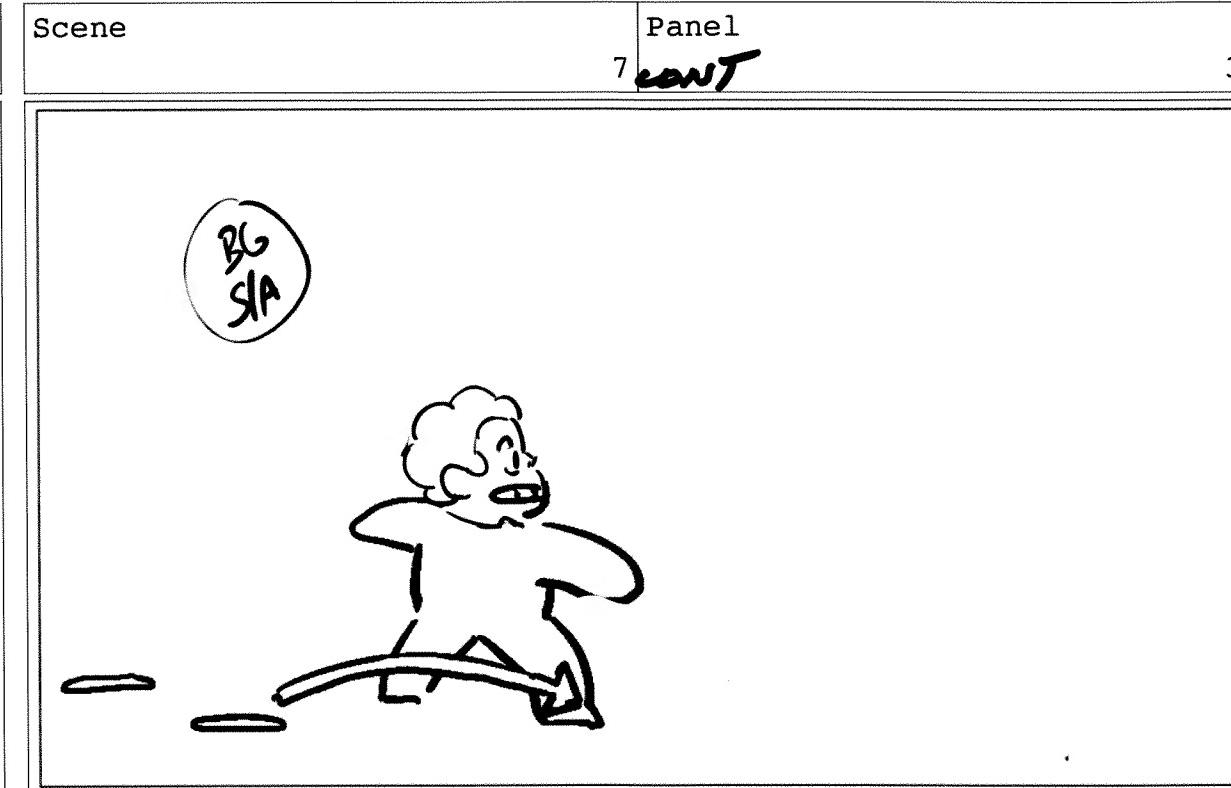


1020 . 011

Dialog  
PEARL (os): ...HAVE BEEN...

Action Notes  
SFX: <Gunk loudly hardening>  
Steven walks IN screen left.

Slugging  
0.11



1020 . 011

Dialog  
PEARL (os): ...SO CLOSE ...

Action Notes  
SFX: <Gunk loudly hardening>

Slugging  
0.11

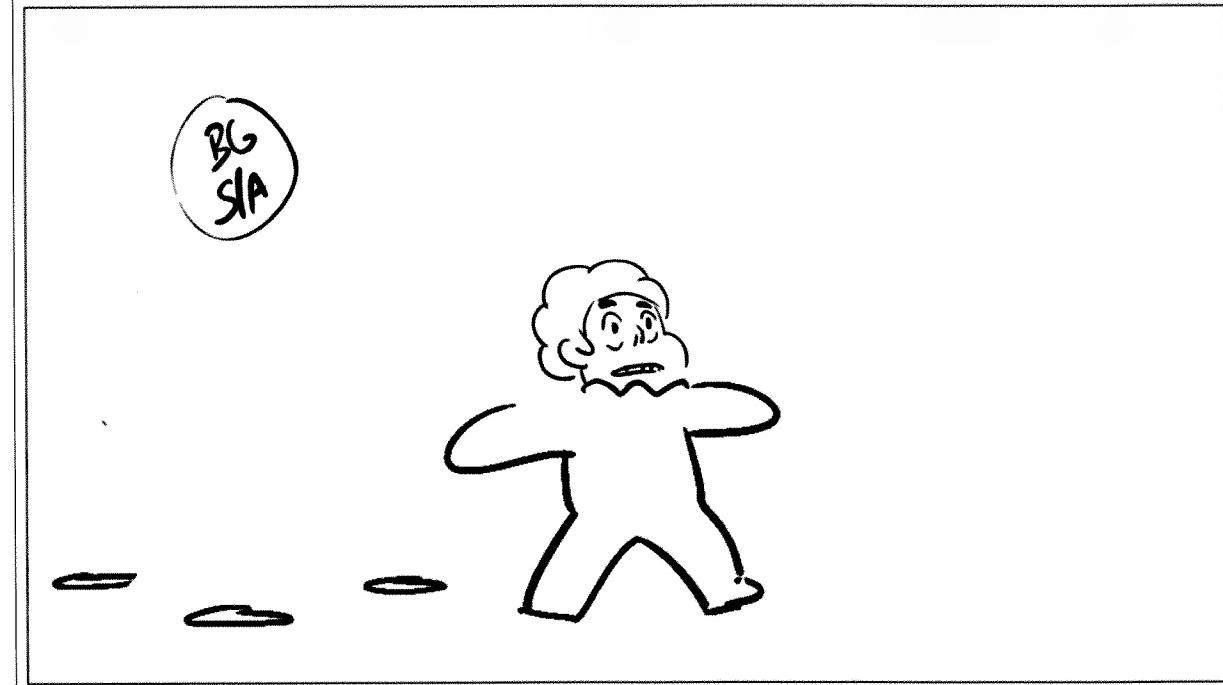
JUL 09 2011

1020 . 011

Scene 7 Panel  
7 cont 4



Scene 7 Panel  
7 cont 5



1020 . 011

Dialog  
PEARL (os): ... IN THE FIRST...

Action Notes  
SFX: <Gunk loudly hardening>

Slugging  
1.00

Dialog  
PEARL(os): ...PLACE!

Action Notes  
SFX: <Gunk loudly hardening>

Slugging  
1.02

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1020 . 011

1020 . 011

Scene 7 Panel 6  
7 *CONT*



Scene 8 Panel 1  
8



1020 . 011

Dialog  
AMETHYST (os): HOW WAS I SUPPOSED TO KNOW THEY'D

Slugging  
1.04

Dialog  
AMETHYST (os): ...POP?

STEVEN: (STRAINING EFFORTS)

Slugging  
Panels 1 +2 = 1.00

JUL 09 '00

1020 . 011

Scene 8 Panel 8 *CONT* 2



Dialog  
AMETHYST (os): ...POP?  
STEVEN: (STRAINING EFFORTS)

Action Notes  
Steven struggles to move

Scene 8 Panel 8 *CONT* 3



Dialog  
STEVEN: UH... GUYS?  
Slugging  
2.03

JUL 09 2012

1020.011

1020.011

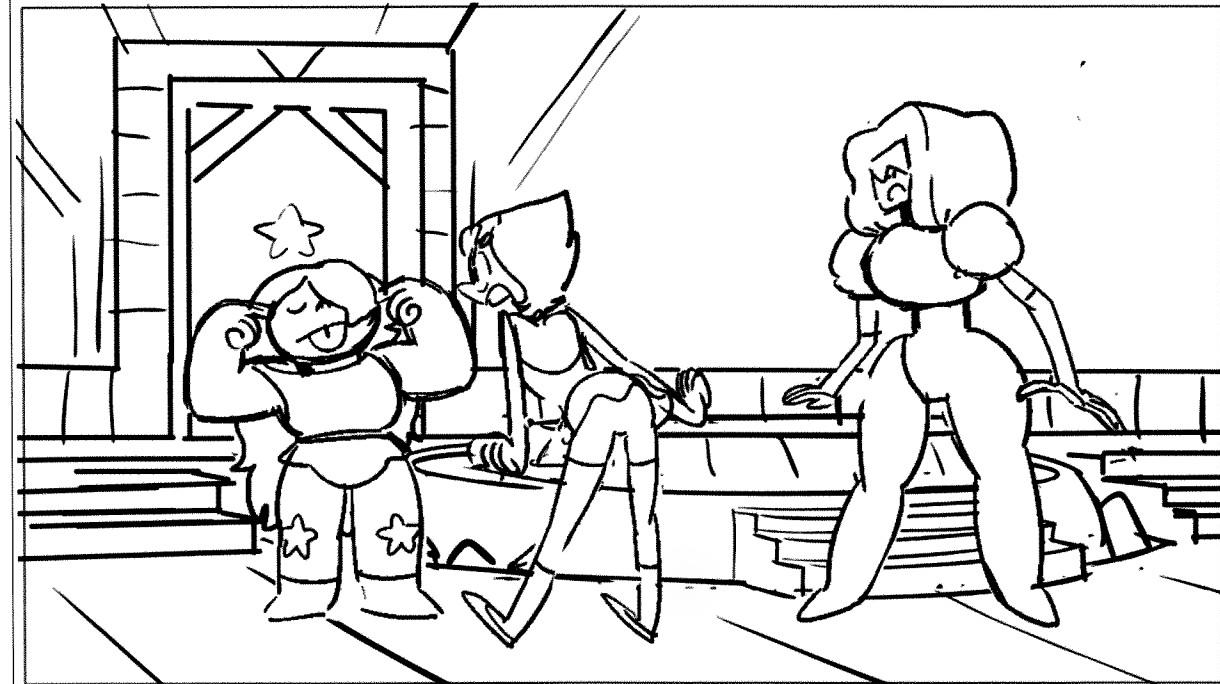
Scene 8 Panel 8 CONT 4



Dialog  
PEARL (os): (\*SHOUTING) YOU'RE ALWAYS PUTTING US IN DANGER ...

Slugging  
2.00

Scene 9 Panel 9 1



Dialog  
PEARL: ...WITH YOU LITTLE OUTBURSTS!

Slugging  
2.08

JUL 09 2010

1020.011

1020.011

Scene	Panel
10	1



Scene	Panel
11	1



1020 . 011

#### Dialog

PEARL: (\*SHAKING IN ANGER) YOU ARE JUST...!!! SO...

#### Slugging

5.00

#### Notes

H.U. Pearl to previous scene.

#### Dialog

PEARL (os): ...CHILDISH...

#### Action Notes

Amethyst waves hand open  
imitating Pearl rambling.  
Cycle panels 1 + 2 x 3

#### Slugging

Panels 1 + 2 = 1.13

JUL 09 2011

1020 . 011

1020 . 011

Scene 11 Panel 11 *cont* 2



Scene 11 Panel 11 *cont* 3



1020.011

Dialog  
PEARL (os): ...CHILDISH...

Action Notes  
Amethyst waves hand closed.

Dialog  
AMETHYST: YEAH, YEAH.

Slugging  
1.08

JUL 09 2013

1020.011

1020.011

Scene 11 Panel 4  
11 **CONT**



Scene 11 Panel 5  
11 **cont**



1020 . 011

**Dialog**

AMETHYST: DON'T FORGET "RECKLESS",

**Action Notes**

Amethyst counts the words on her fingers.

**Slugging**

Panels 4 to 6 = 3.06

**Action Notes**

Amethyst counts the words on her fingers.

JUL 08 -

1020 . 011

1020 . 011

Scene 11 Panel 11 *cont* 6



Dialog  
AMETHYST: VULGAR", ...

Action Notes  
Amethyst counts the words on her fingers.

Scene 11 Panel 11 *cont* 7



Dialog  
AMETHYST: ... "LOUDMOUTH"...

Action Notes  
Amethyst makes air quotes.  
cycle this panel with next x2

Slugging  
Panels 7 + 8 = 1.13

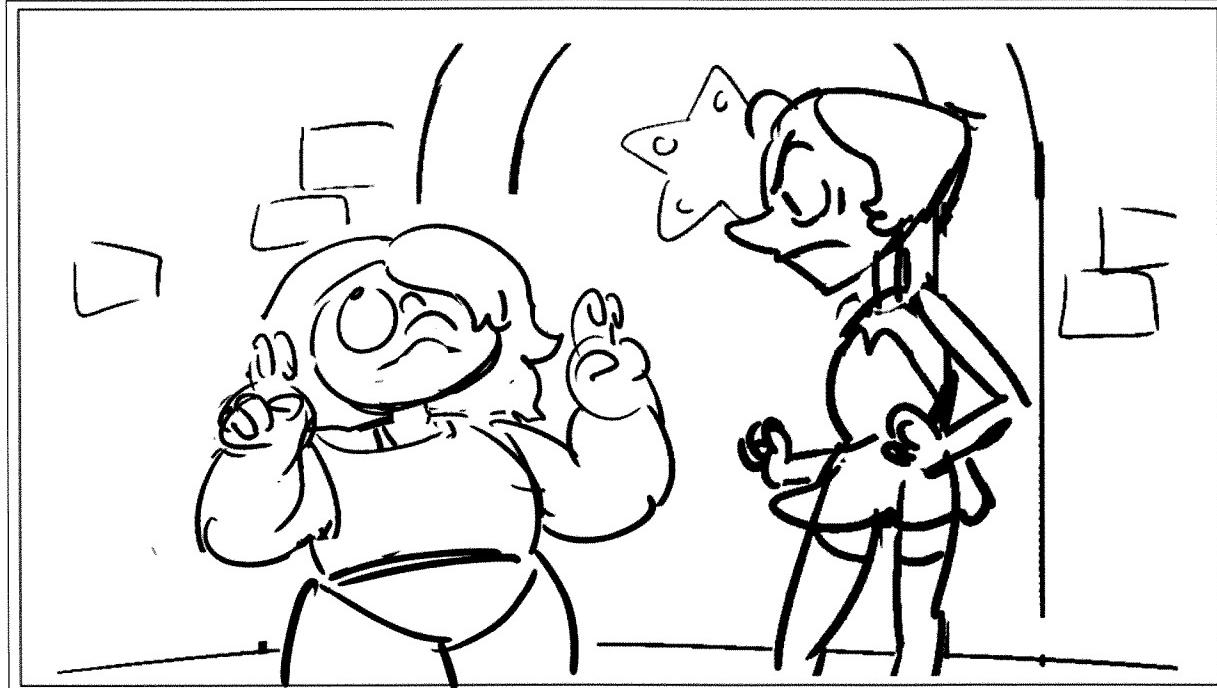
JUL 09 2011

1020.011

Scene 11 Panel 8  
11 ~~CONT~~



Scene 12 Panel 1  
12



1020.011

Dialog  
AMETHYST: ..."LOUDMOUTH"...

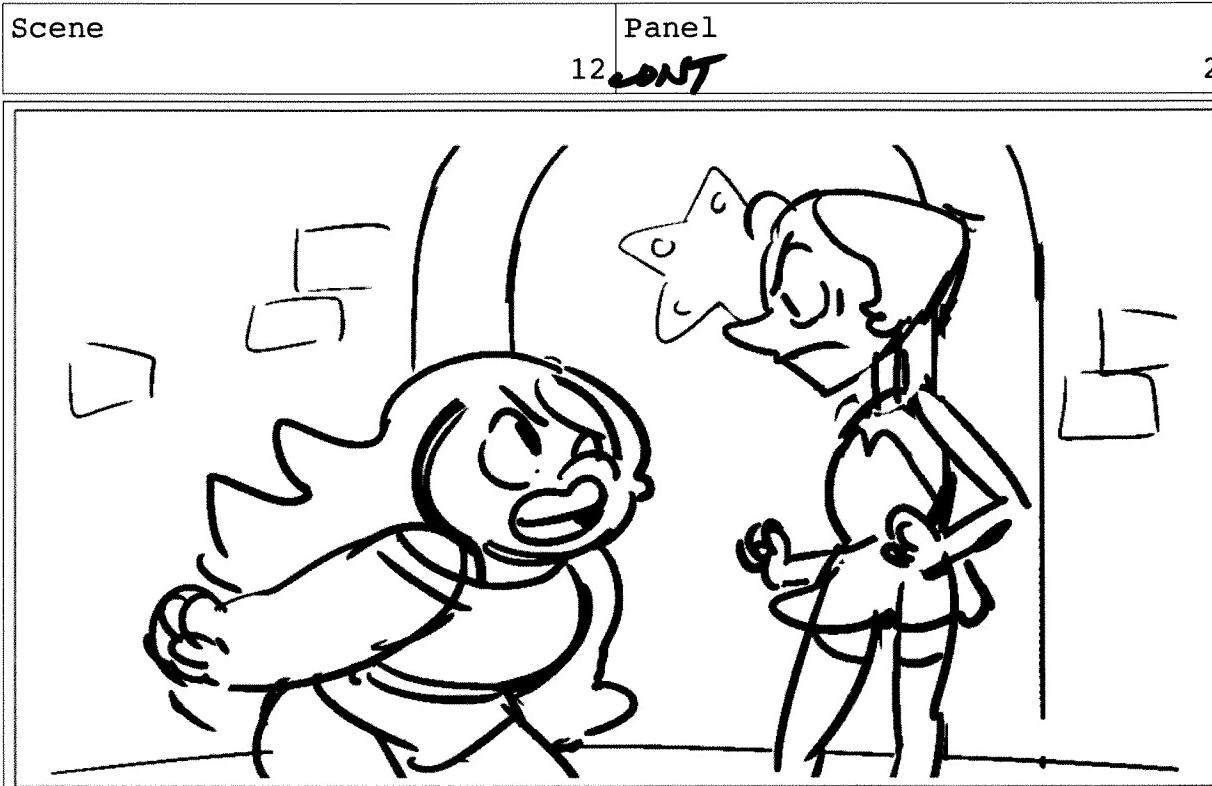
Slugging  
Panels 1 + 2 = 3.13

Notes  
H.U. Amethyst to previous scene.

JUL 09 2012

1020.011

1020.011



1020-011

Dialog

AMETHYST: THAT'S JUST WHAT MAKES ME SO AWESOME!!

Dialog

AMETHYST: RIGHT...

Slugging

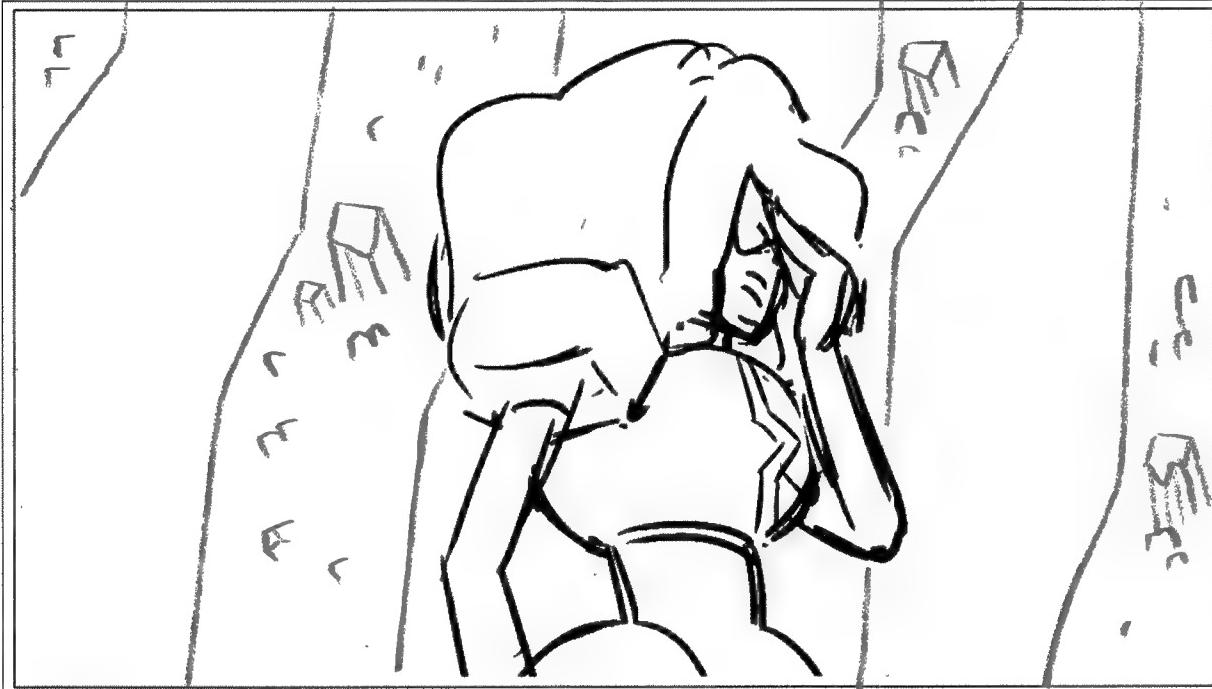
0.14

BJ 59 LVI

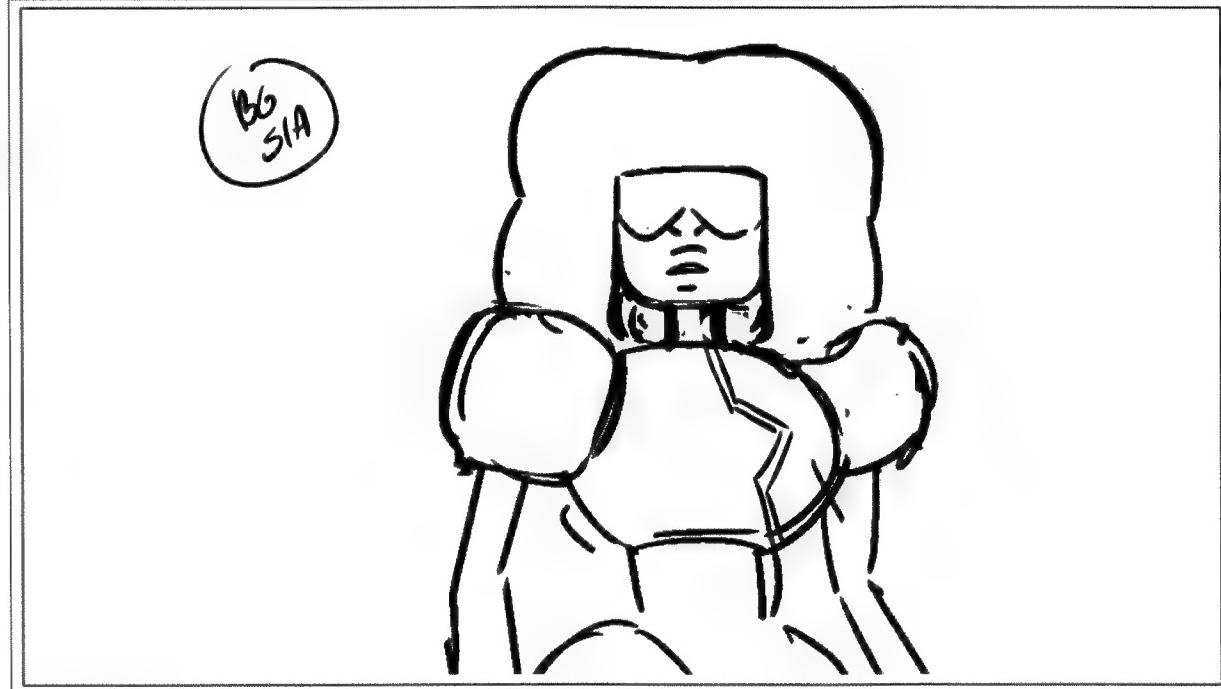
1020.011

1020.011

Scene 13 Panel 1



Scene 13 Panel 2 *cont*



Dialog

AMETHYST (os): ...GARNET?!!

Action Notes

GARNET: <SLOW, PAINED, NASAL SIGH>

Slugging

1.15

Dialog

GARNET: AMETHYST.

Slugging

1.12

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1020.011

1020.011

1020.011

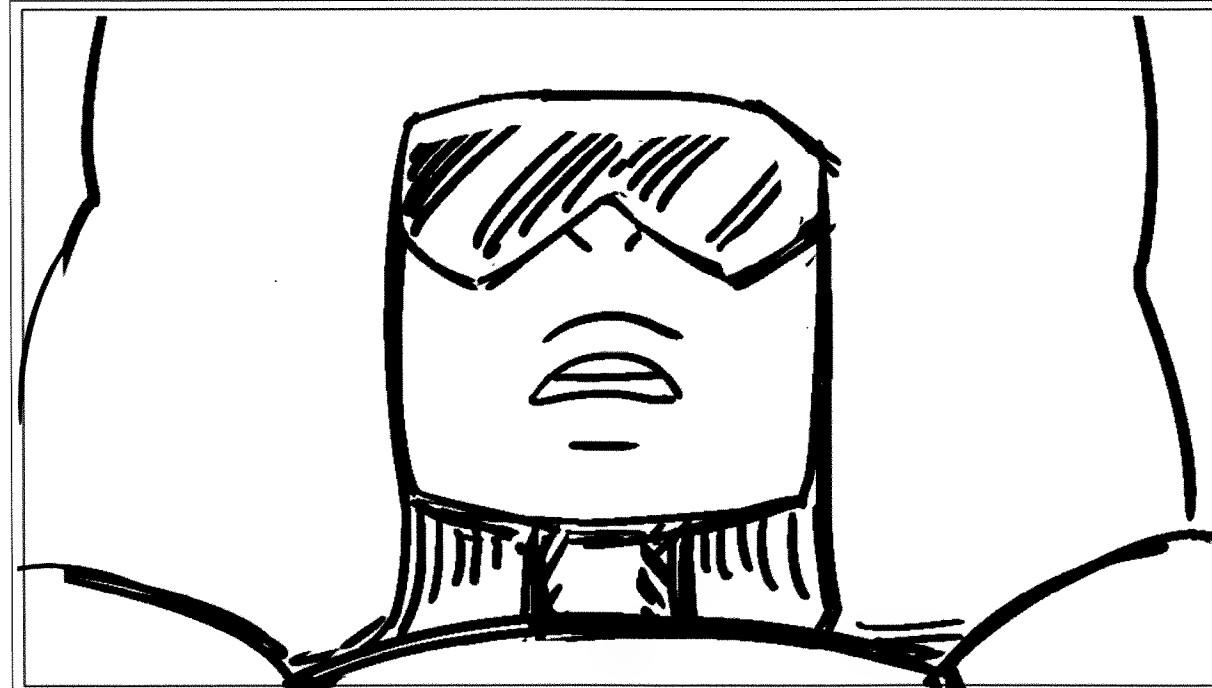
Scene 14 Panel 1



Dialog  
GARNET (os): YOU ARE A CRYSTAL GEM.

Slugging  
2.11

Scene 15 Panel 1



Dialog  
GARNET: YOU NEED TO ACT LIKE IT.

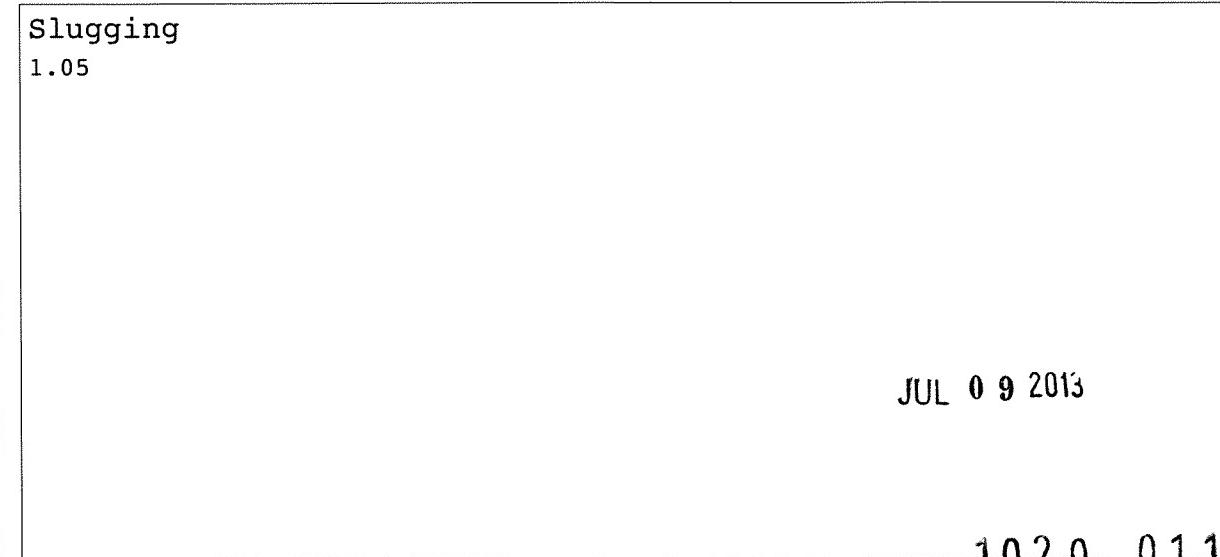
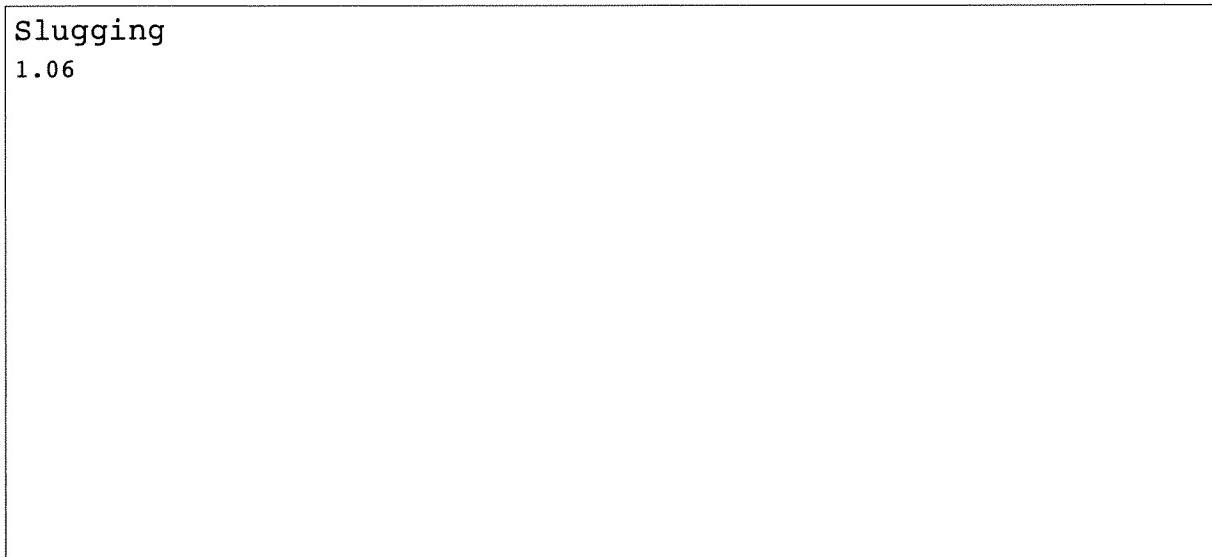
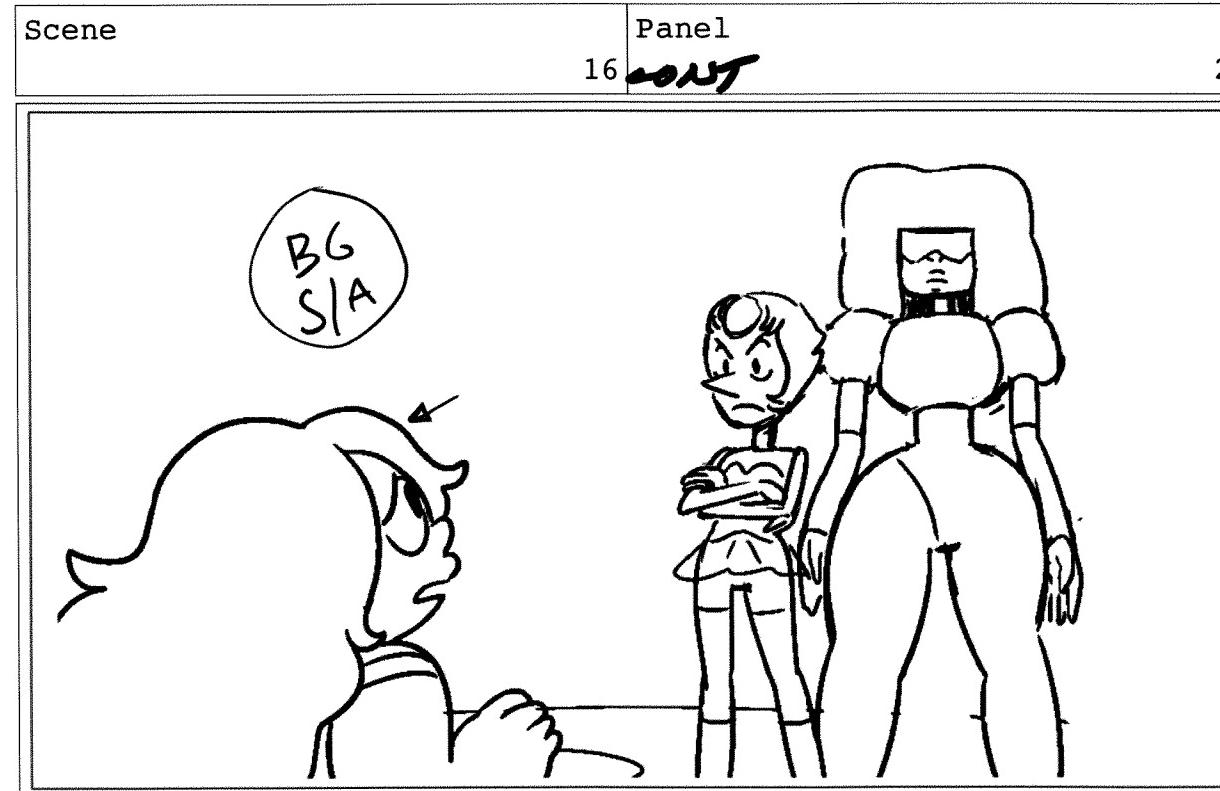
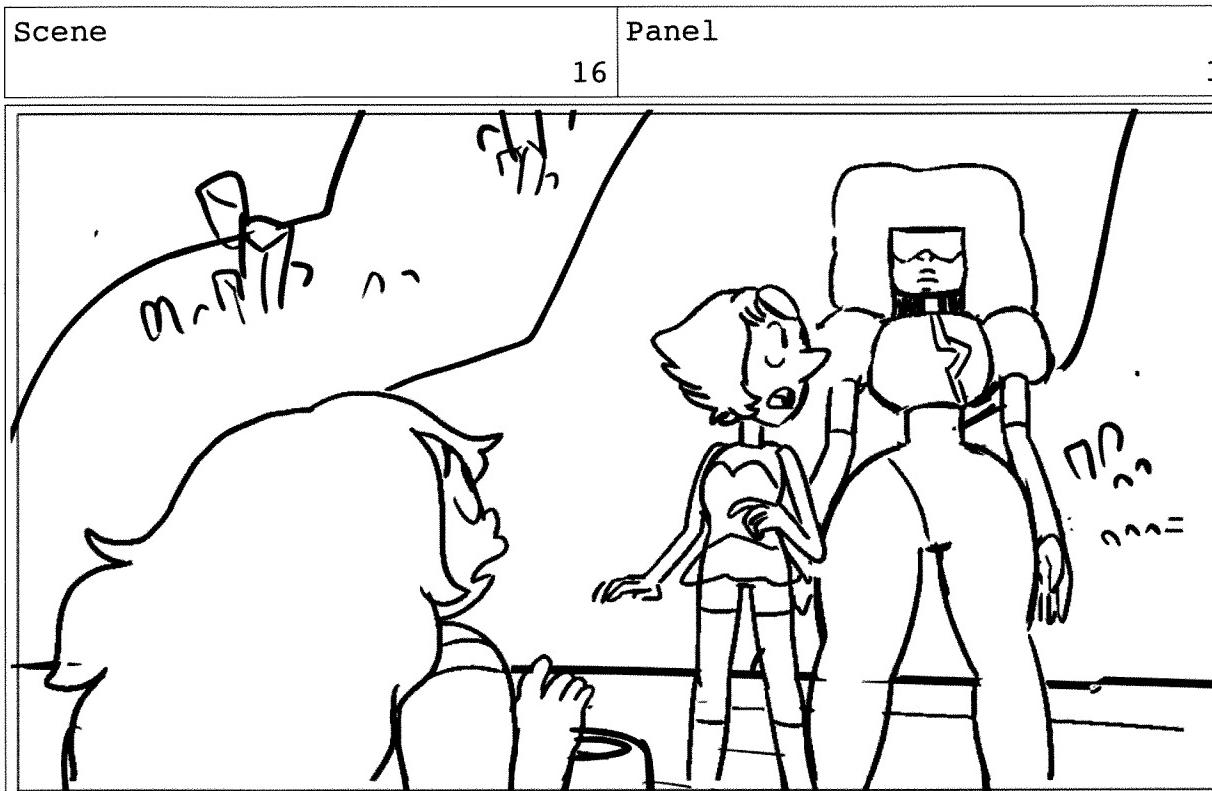
Slugging  
3.01

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1020.011

1020.011

1020.011



1020.011

1020.011

Scene 16 Panel *cont* 3



Scene 16 Panel *cont* 4



1020.011

Dialog  
AMETHYST: FINE!

Slugging  
Panels 3 + 4 = 1.04

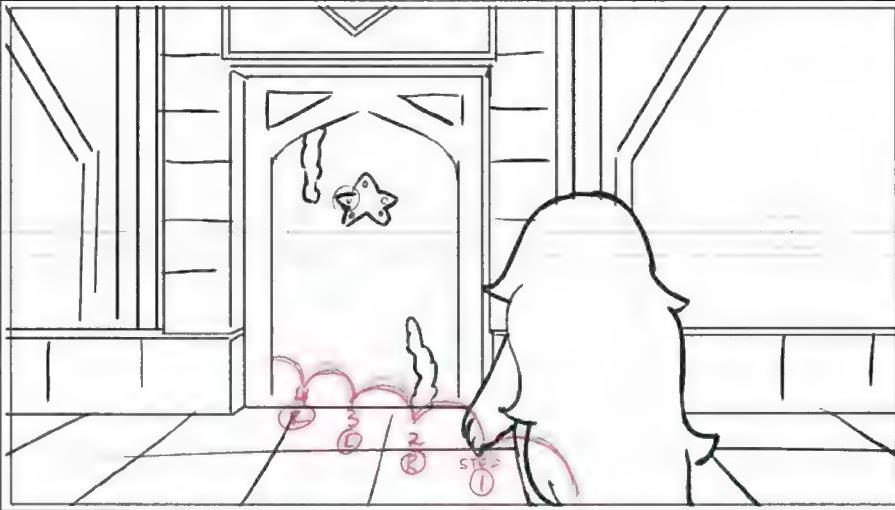
Action Notes  
AMETHYST out

JUL 09 2011

1020.011

1020.011

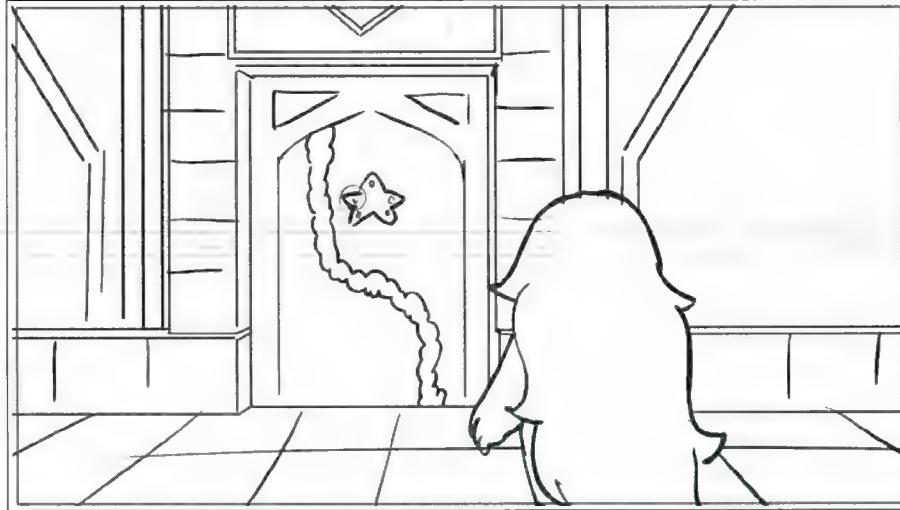
Scene	Duration	Panel	Duration
17	06:00	1	01:00



## Action Notes

Amethyst walks toward the door, light shines from the left gem on the door

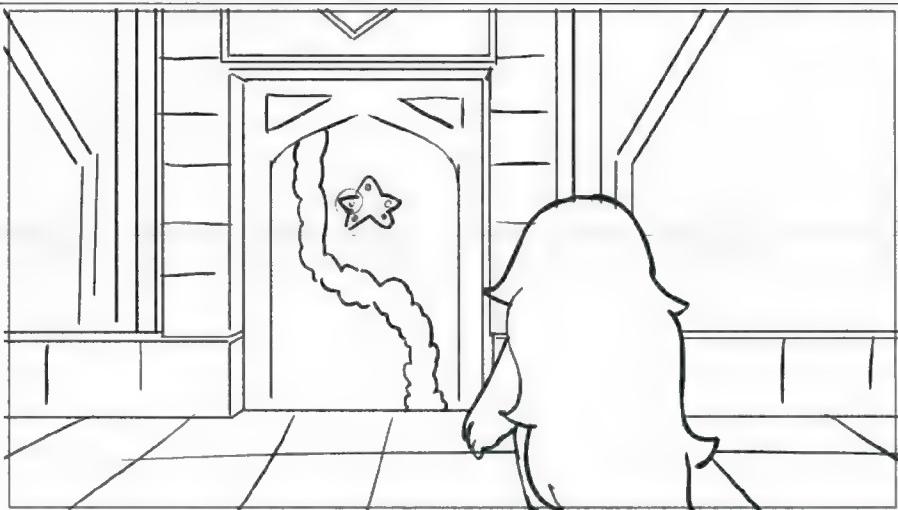
Scene	Duration	Panel	Duration
17	06:00	2	01:00



## Action Notes

Amethyst walks toward the door, light shines from the left gem on the door

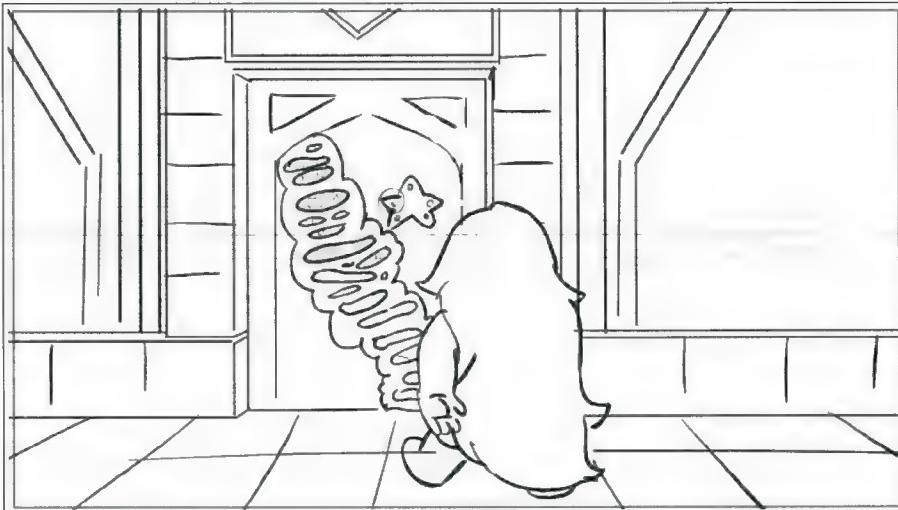
Scene	Duration	Panel	Duration
17	06:00	3	01:00



## Action Notes

Amethyst walks toward the door, light shines from the left gem on the door

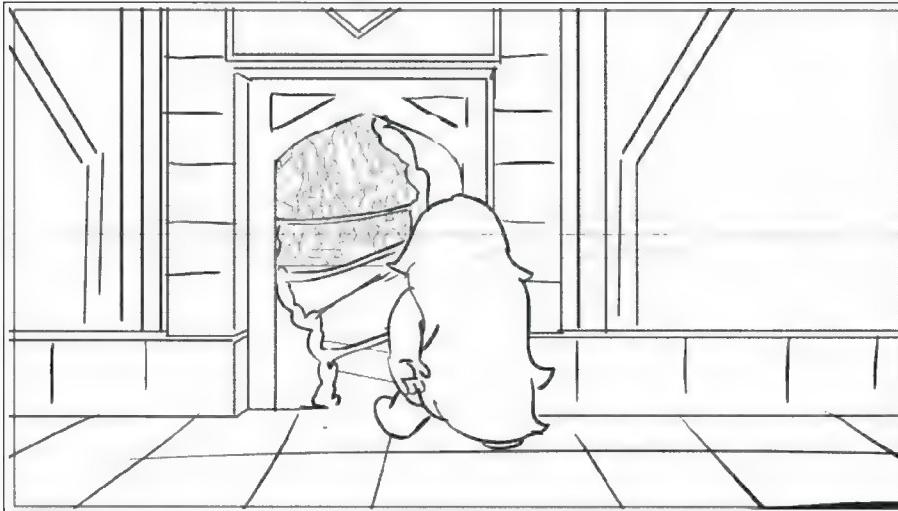
Scene	Duration	Panel	Duration
17	06:00	4	01:00



## Action Notes

SFX: <Door opens>

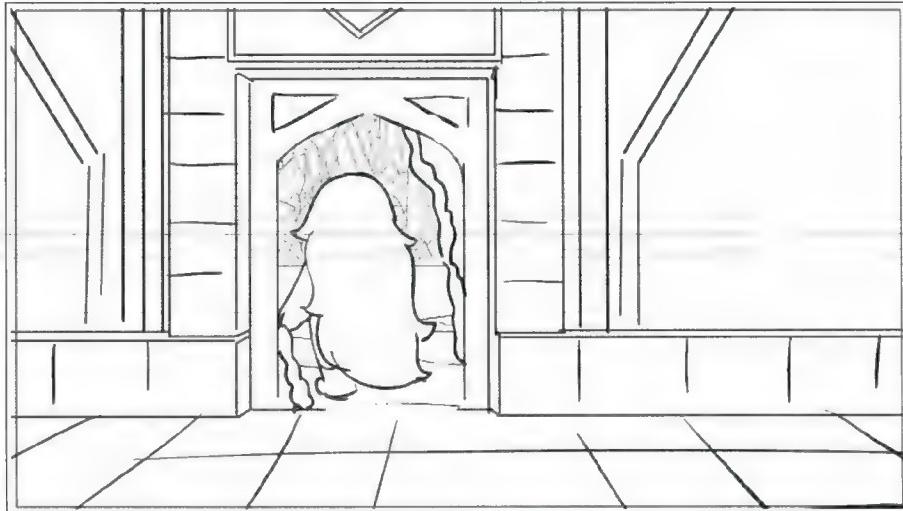
Scene	Duration	Panel	Duration
17	06:00	5	01:00



## Action Notes

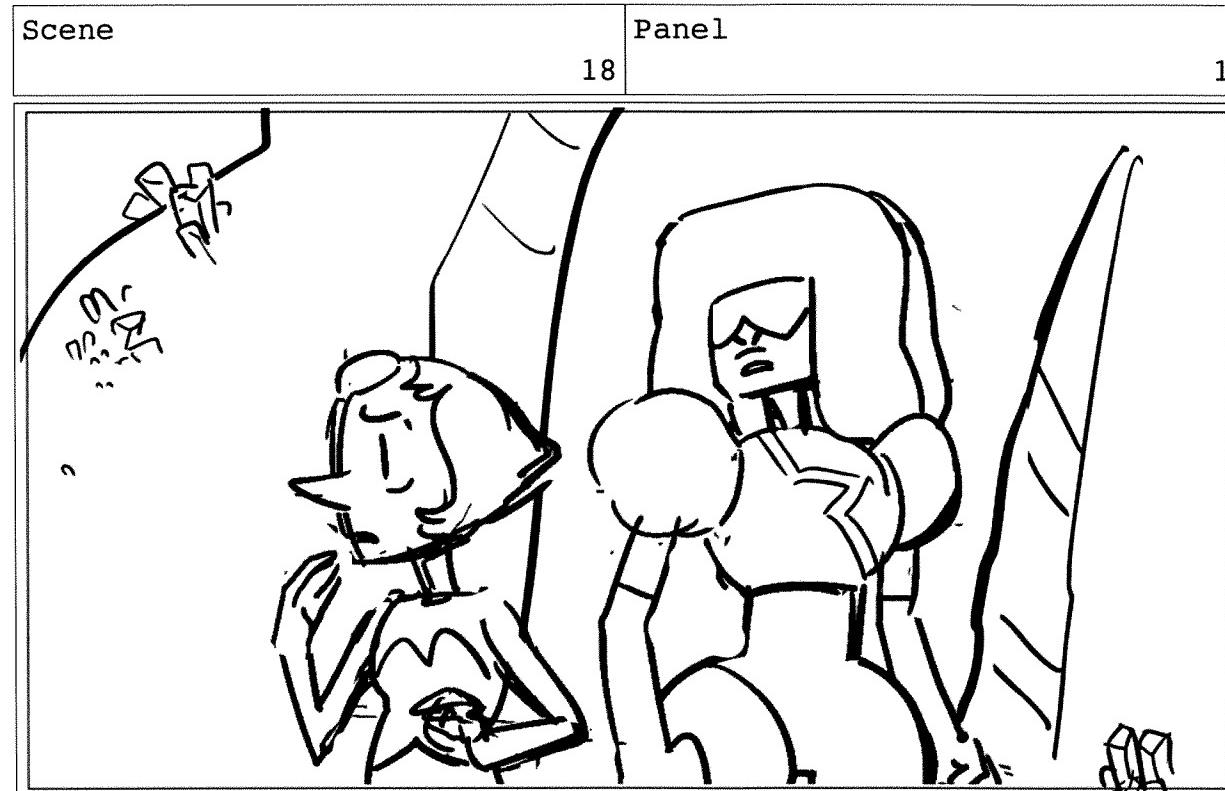
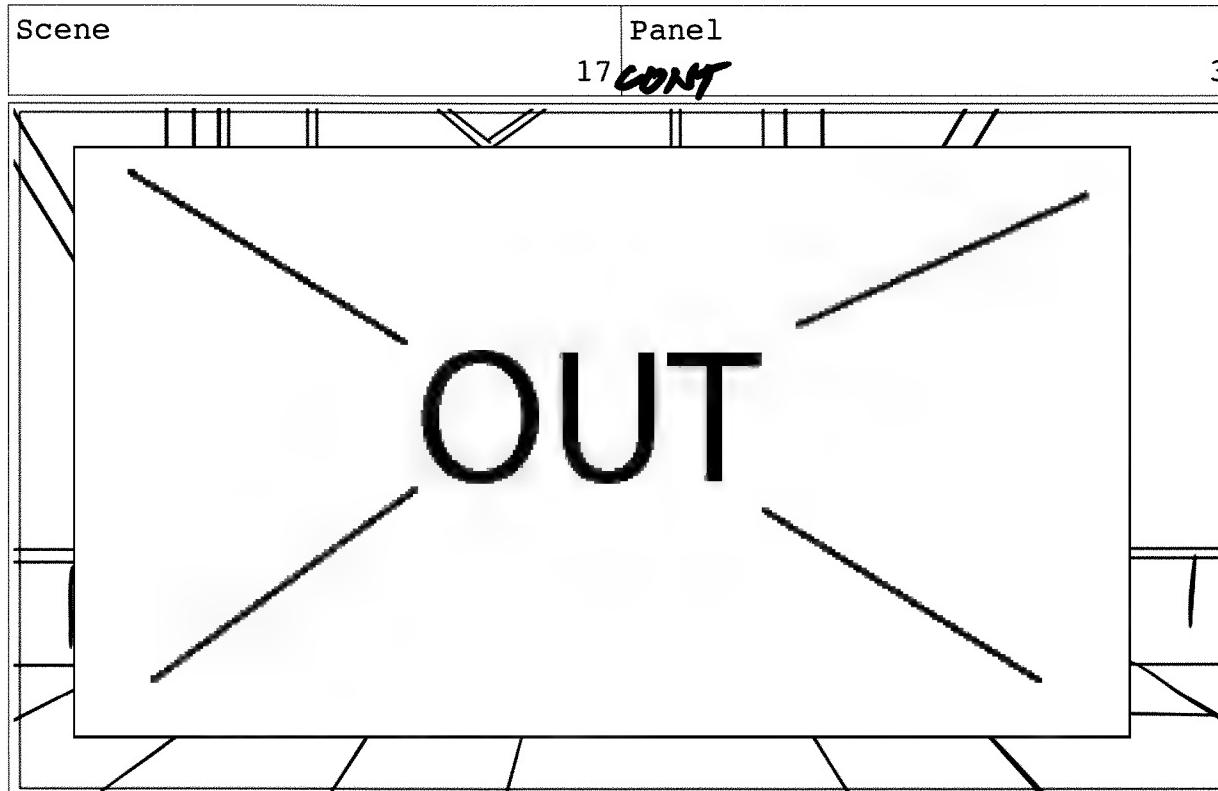
SFX: <Door opens>

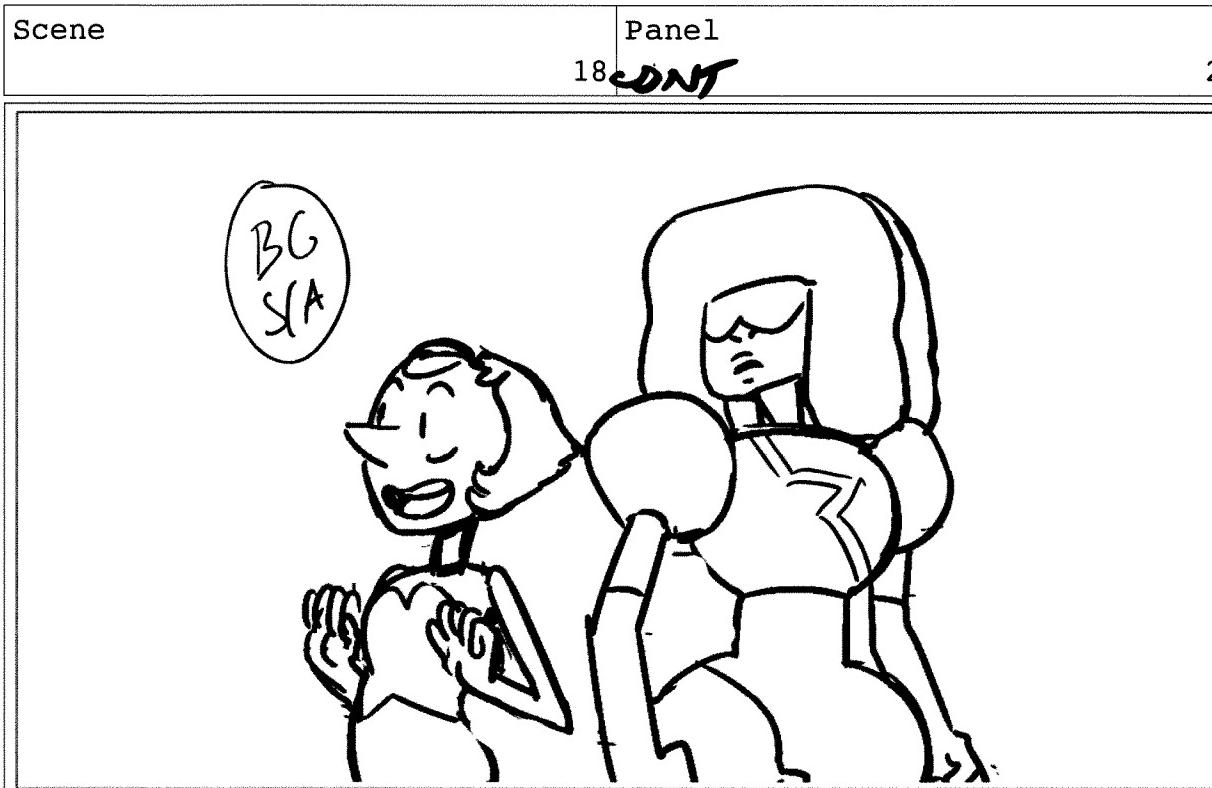
Scene	Duration	Panel	Duration
17	06:00	6	01:00



## Action Notes

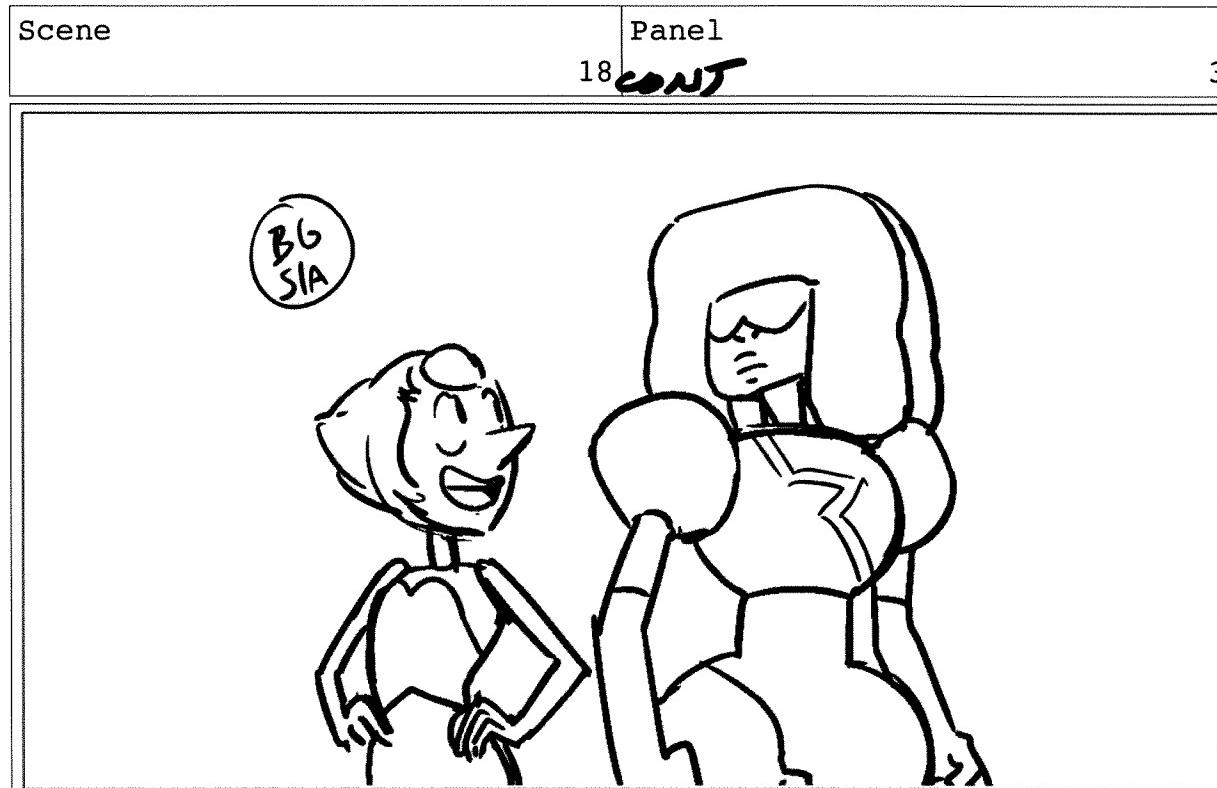
door closes





Dialog  
PEARL: I THINK WE REALLY GOT...

Slugging  
1.12



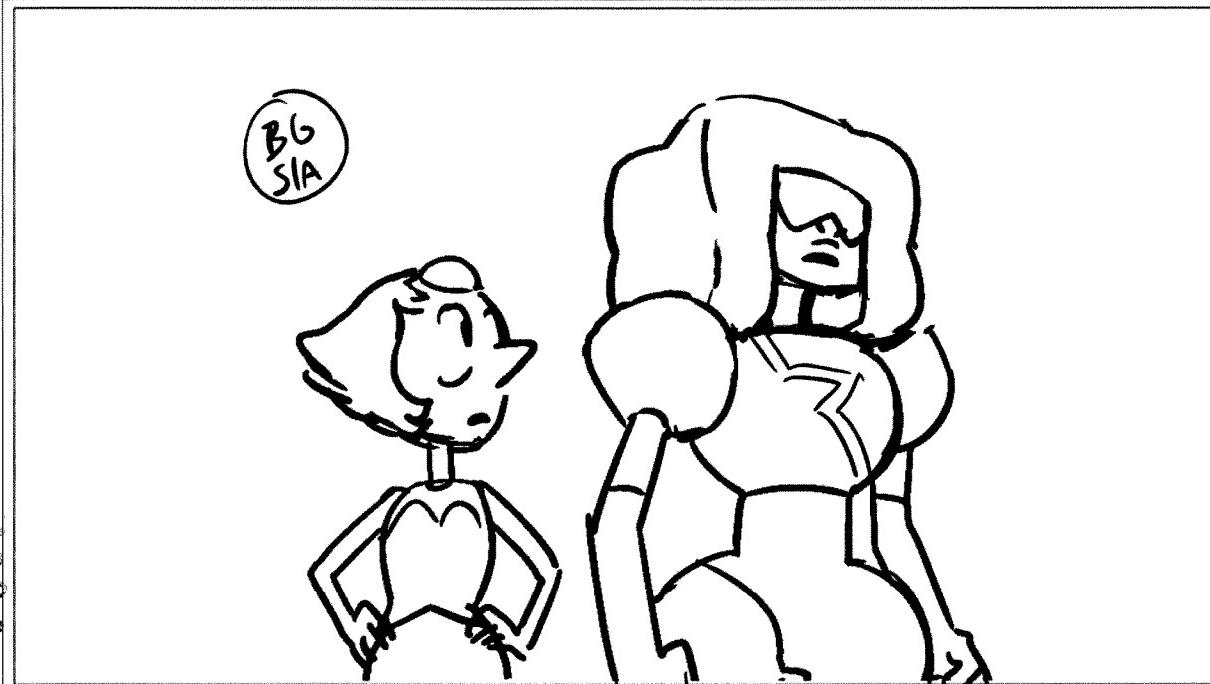
Dialog  
PEARL: ...THROUGH TO HER!

Slugging  
1.04

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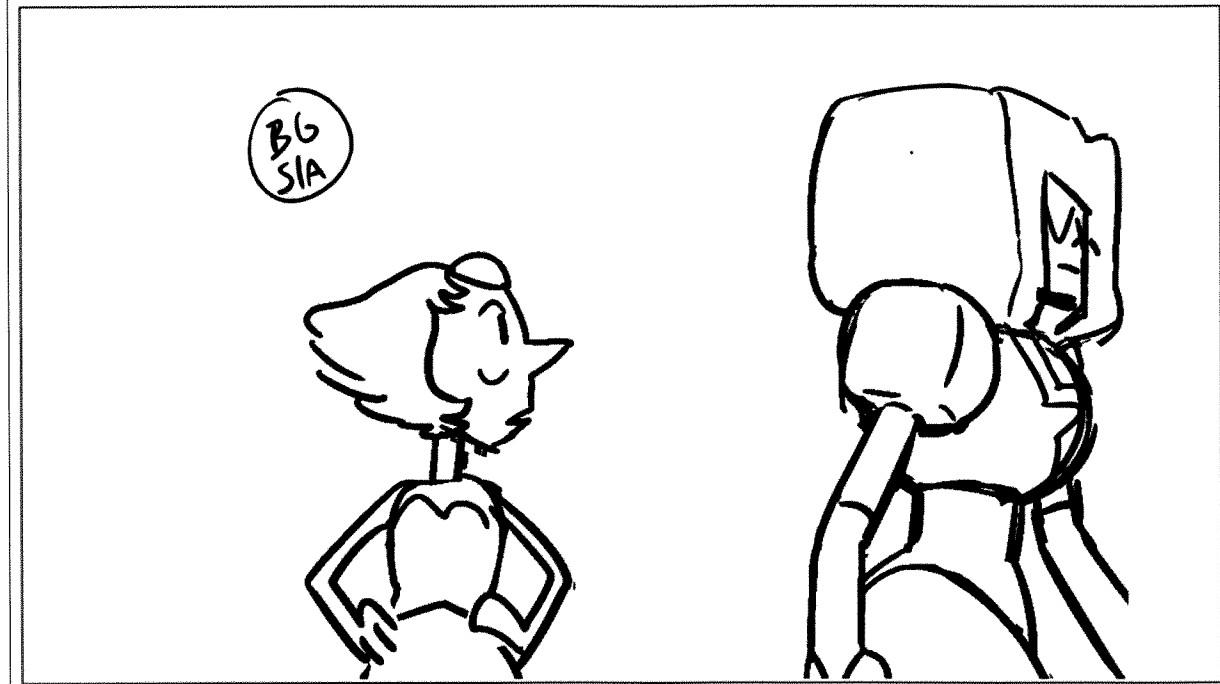
Scene 18 Panel 4  
18 *cont*



1020.011  
Dialog  
GARNET: <SIGH>

Slugging  
1.01

Scene 18 Panel 5  
18 *cont*

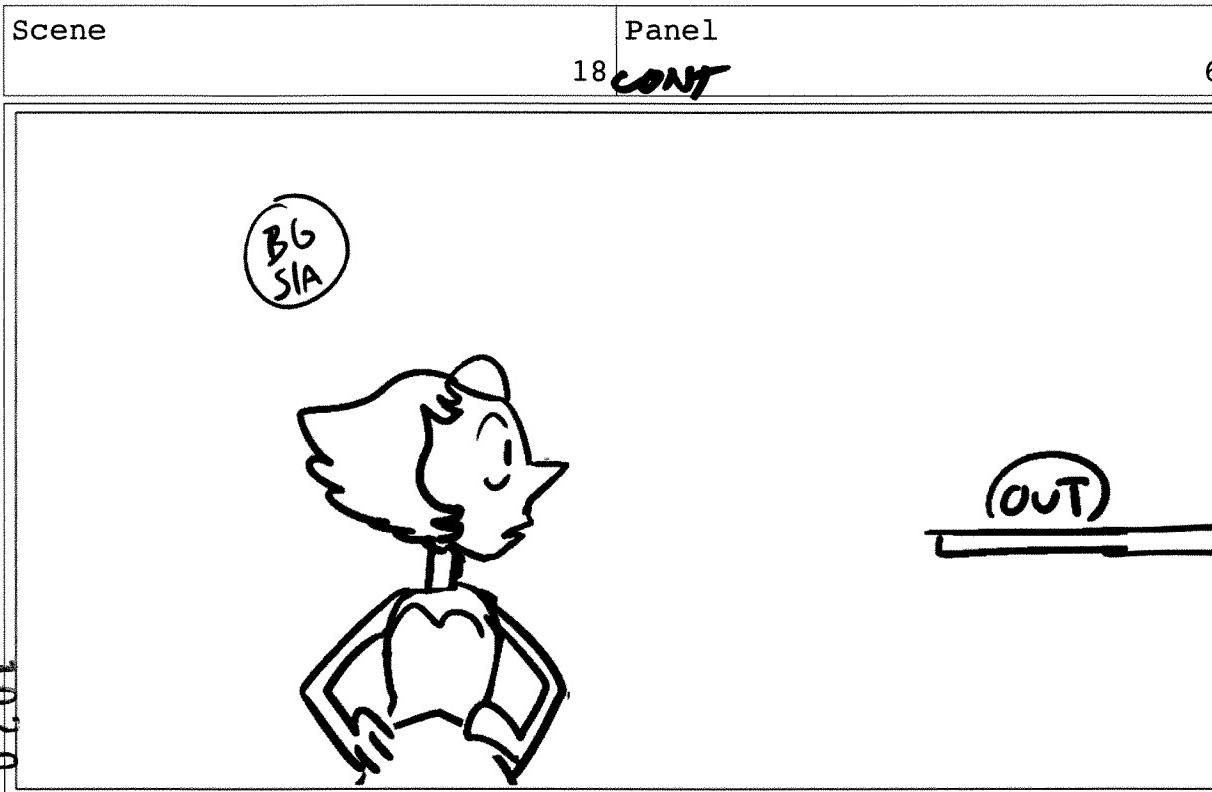


Slugging  
0.11

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1020.011

1020.011



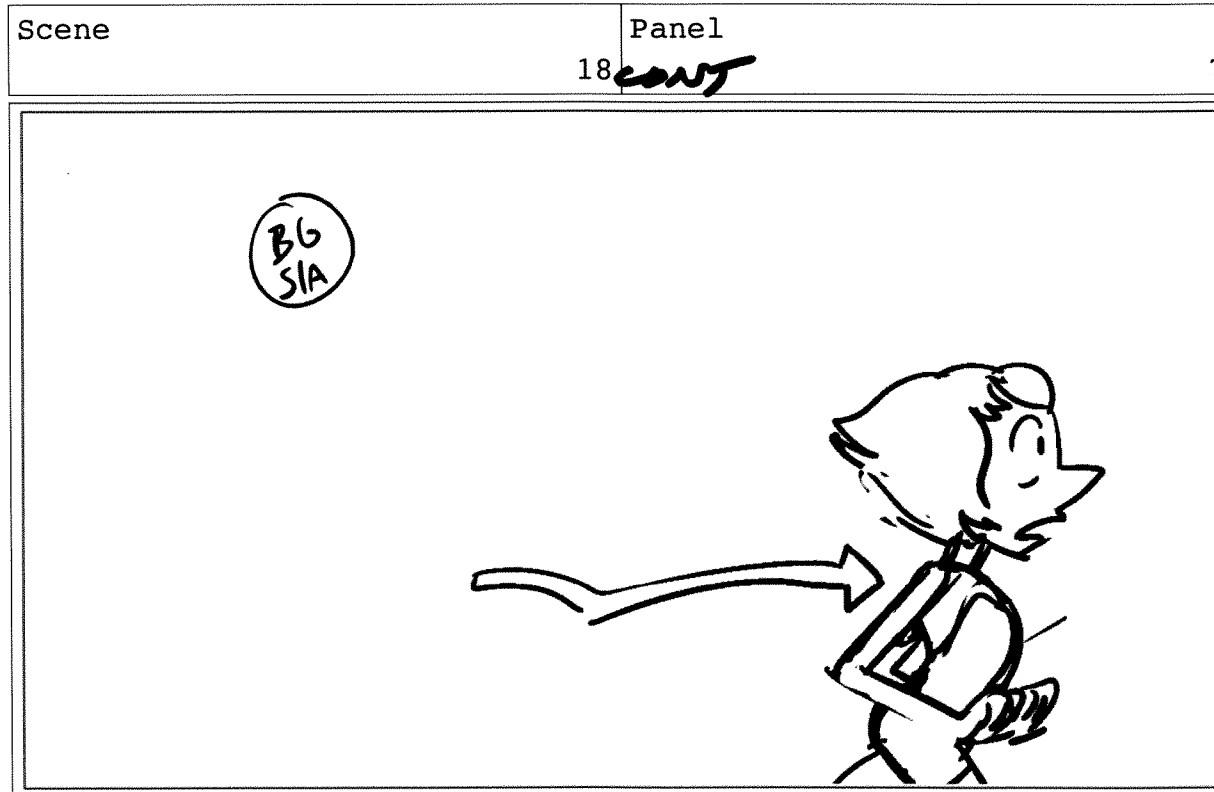
1020

Action Notes

Garnet OUT screen right.

Slugging

0.04



1020 . 011

Action Notes

Pearl follows Garnet OUT screen right.

Slugging

0.10

JUL 09 2013

1020 . 011

Scene 19 Panel 1



Slugging  
0.04

1020.011

Scene 19 Panel 2 cont



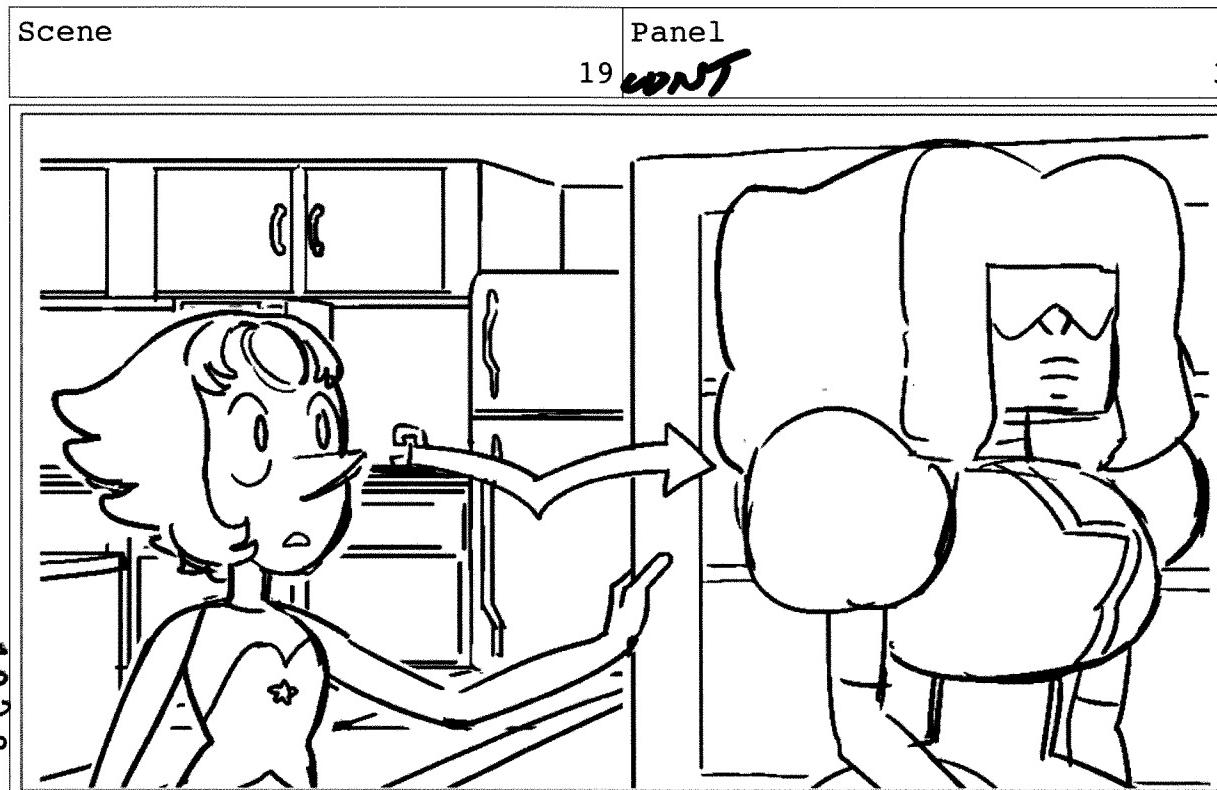
Action Notes  
Pearl IN screen left - follows Garnet.

Slugging  
Panels 2 + 3 = 0.08

1020.011

JUL 09 2013

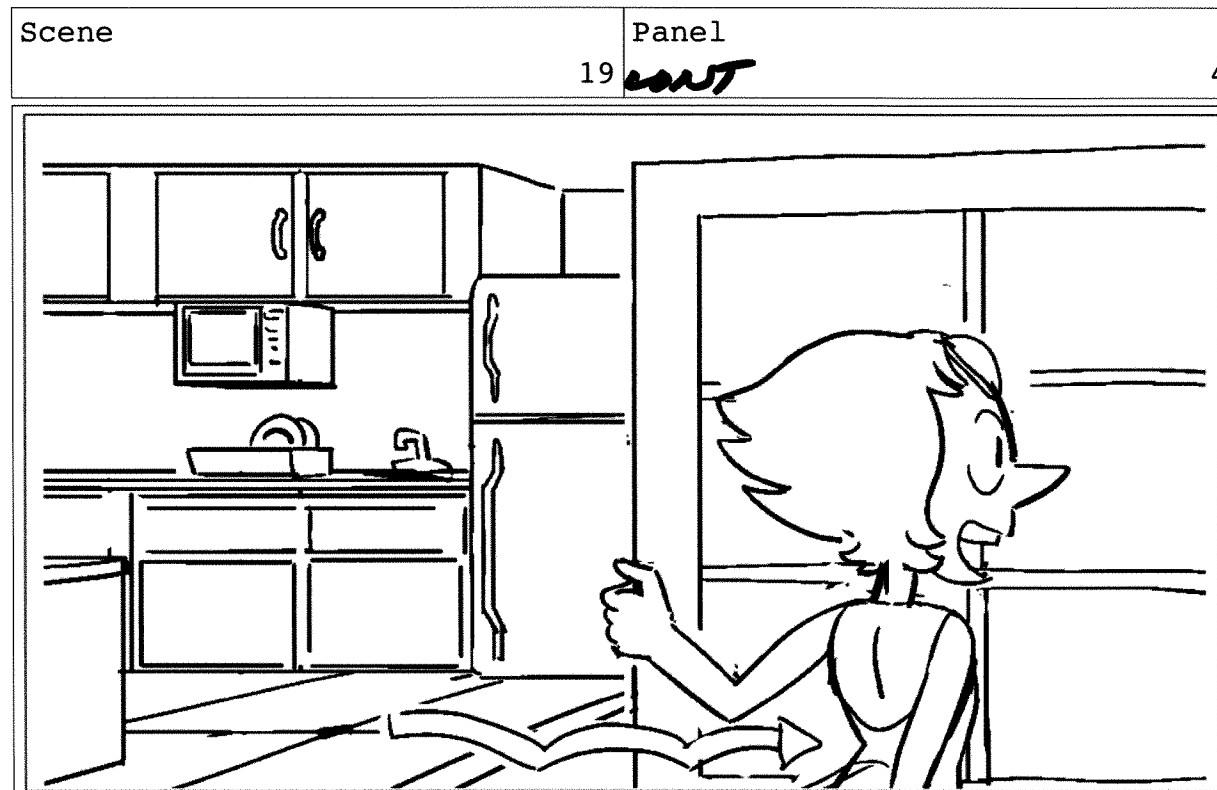
1020.011



1020 - 011

Action Notes

Pearl IN screen left - follows Garnet.



1020 : 011

Dialog

PEARL: RIGHT, GARNET?

Action Notes

Garnet OUT screen right.

Slugging

1.00

JUL 09 2013

1020 . 011



Action Notes  
Pearl OUT screen right.

Slugging  
0.08

Notes  
Pearl closes door behind her.



Slugging  
1.11

JUL 09 2013

1020.011

1020.011

1020.011



1020.011

Dialog  
STEVEN: ... GUYS?

Slugging  
1.10

1020.011

Slugging  
1.05  
Cross-fade the end to panel 9.

JUL 09 2013

1020.011

Scene

Panel

19 *CONT*

9



Scene

Panel

20

1



1020 . 011

Dialog

STEVEN: <SNORING>

Action Notes

Crossfade to night time.

Slugging

2.11

1020 . 011

JUL 09 2013

1020 . 011

Scene 20 Panel  
20 *CONT* 2



Dialog  
STEVEN: <SNORING>

Action Notes  
SFX: <Door opening OS>

Slugging  
2.08

Scene 20 Panel  
20 *CONT* 3



Dialog  
STEVEN: SN-HUH?

Slugging  
1.02

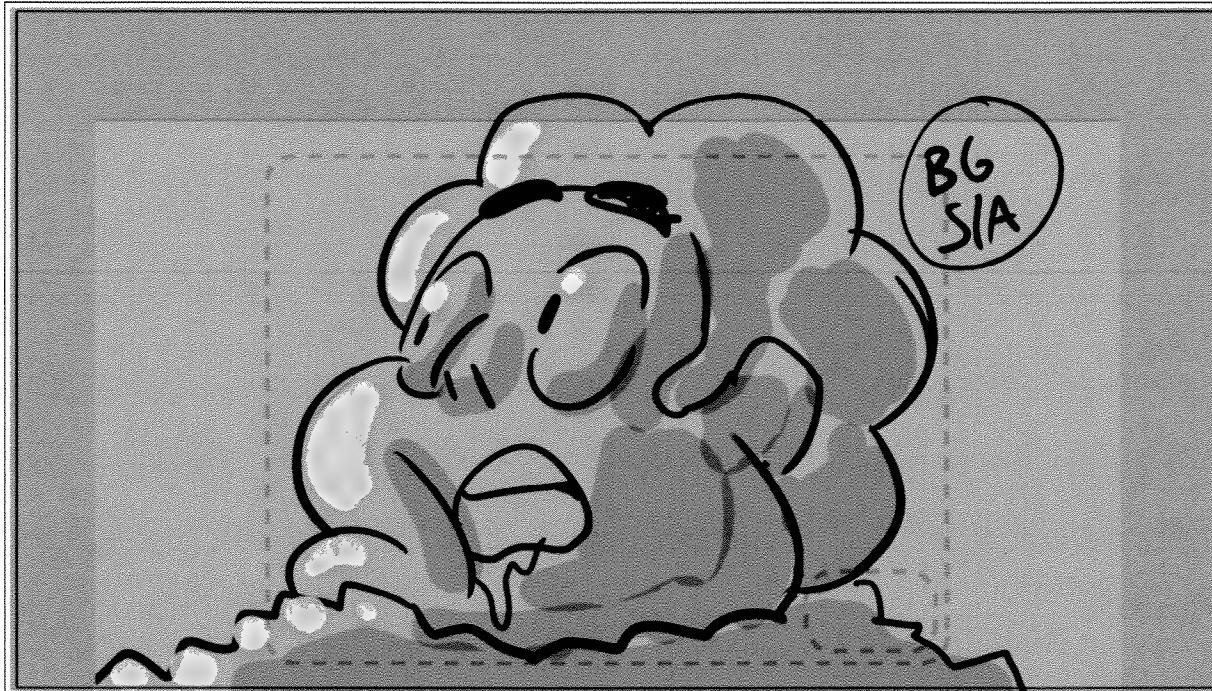
JUL 09 2013

1020.011

1020.011

1020.011

Scene 20 Panel 4  
cont

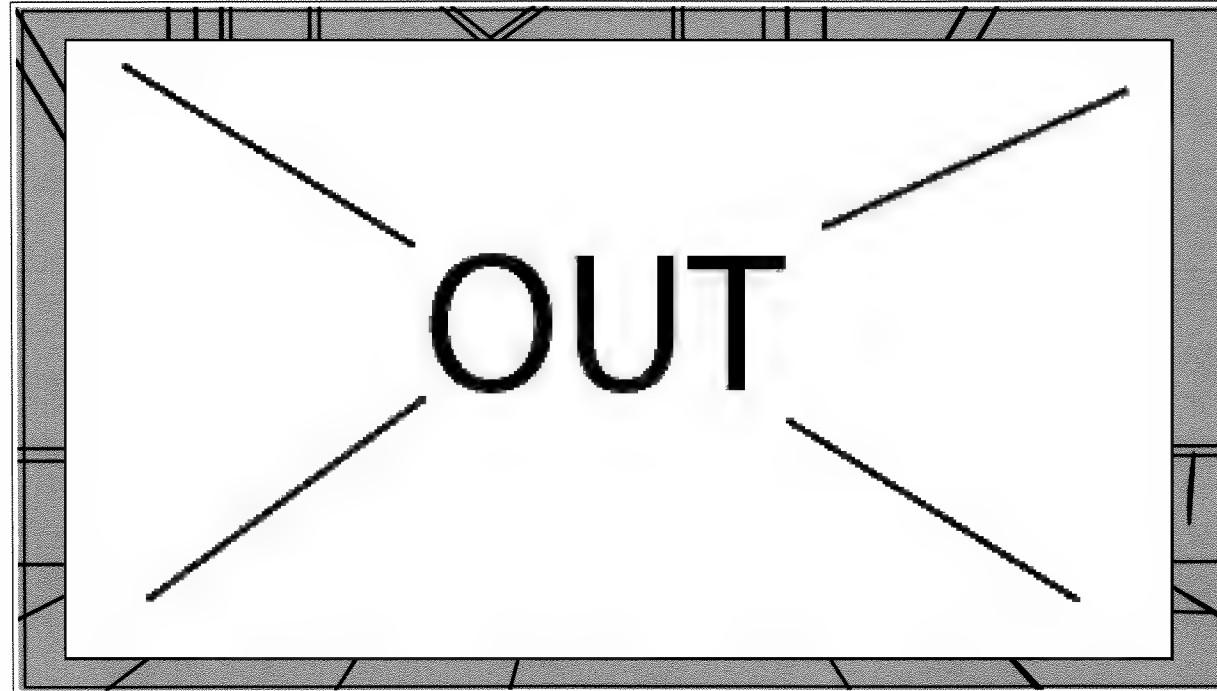


1020.011

Dialog  
STEVEN: HWUH?

Slugging  
1.01

Scene 21 Panel 1

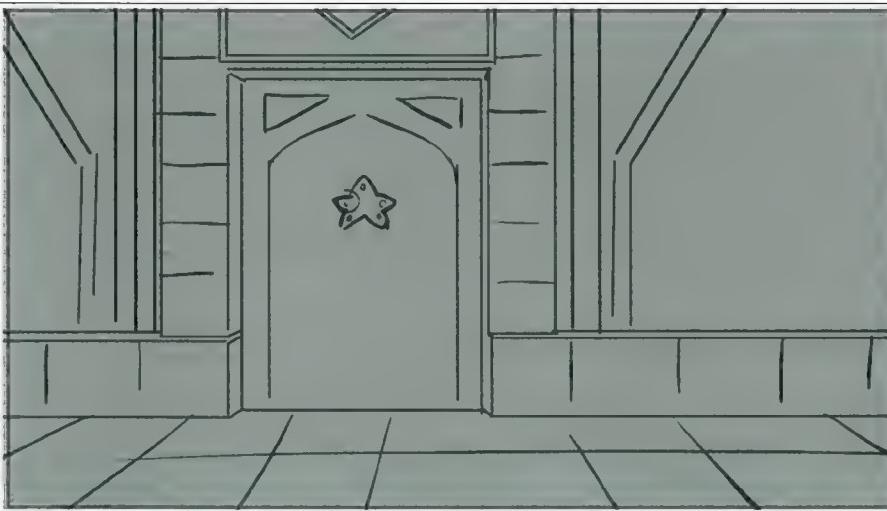


1020.011

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1020.011

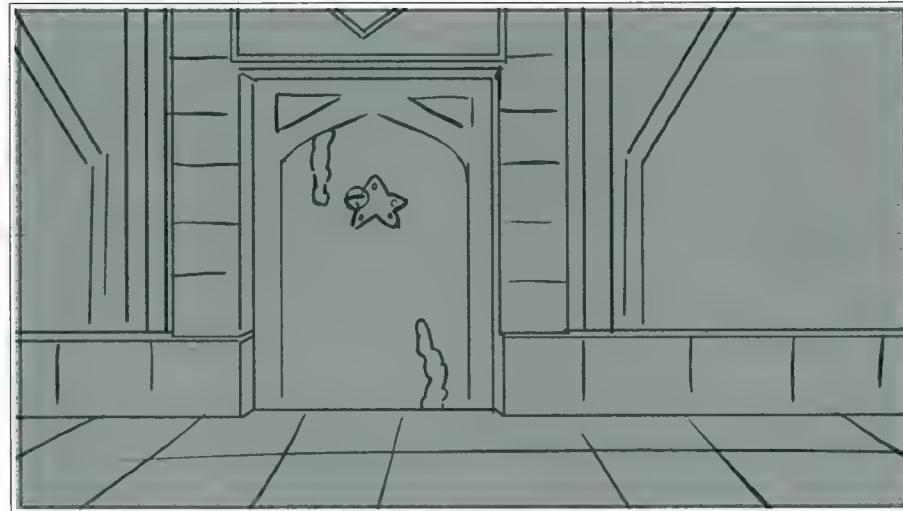
Scene	Duration	Panel	Duration
21	08:00	1	01:00



## Action Notes

Left gem glows on star

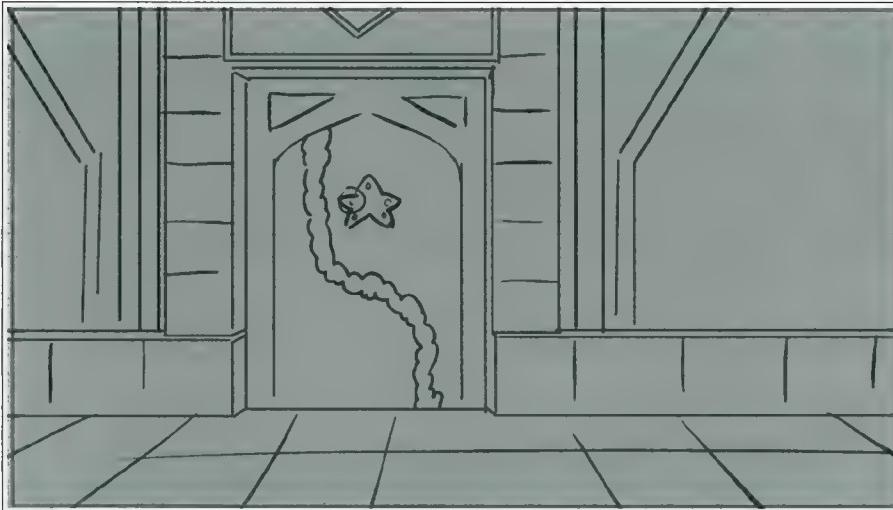
Scene	Duration	Panel	Duration
21	08:00	2	01:00



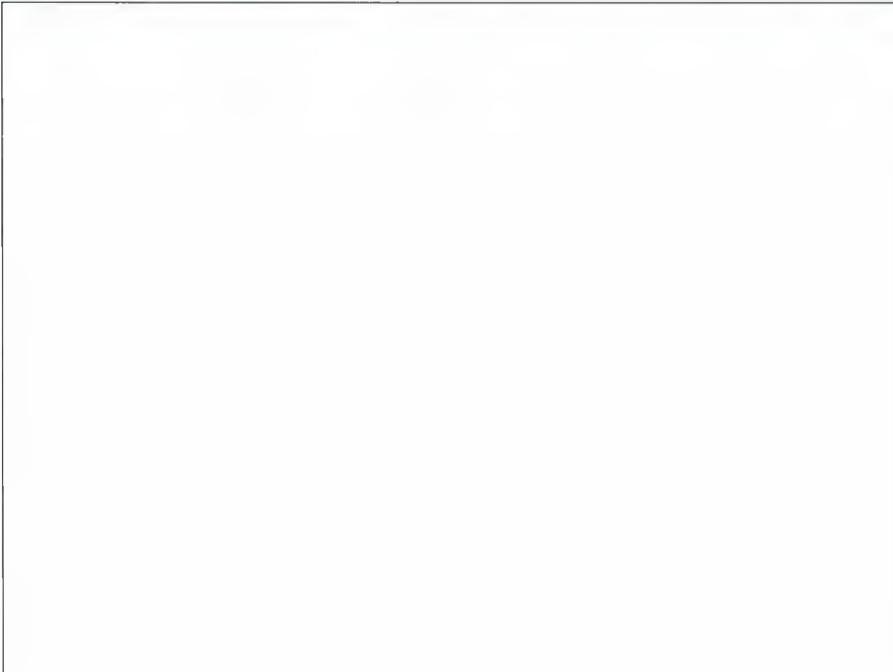
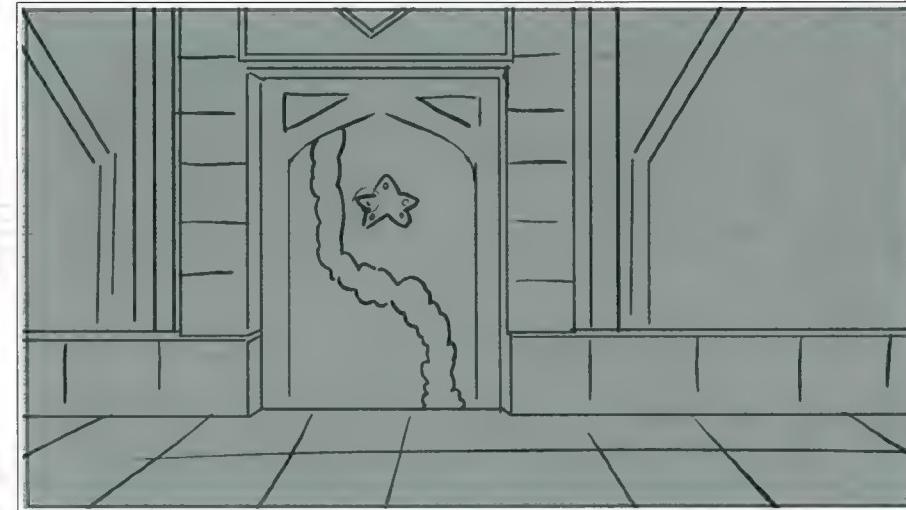
## Action Notes

AMETHYST's door begin to open

Scene	Duration	Panel	Duration
21	08:00	3	01:00



Scene	Duration	Panel	Duration
21	08:00	4	01:00



Scene	Duration	Panel	Duration
21	08:00	5	01:00



## Action Notes

Door opens to show Amethsyt  
in disguise

Scene	Duration	Panel	Duration
21	08:00	6	01:00



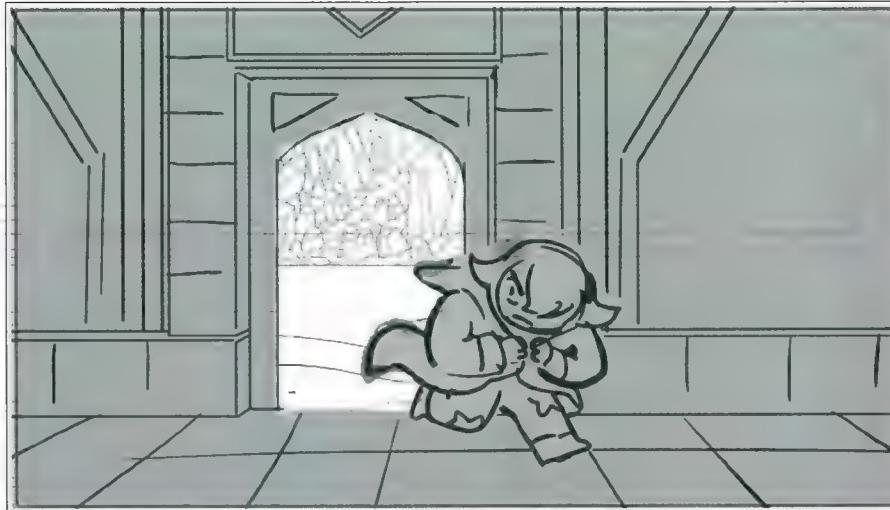
## Action Notes

Door opens to show Amethsyt  
in disguise

Scene	Duration	Panel	Duration
21	08:00	7	01:00



Scene	Duration	Panel	Duration
21	08:00	8	01:00



## Action Notes

Door opens to show Amethyst in disguise

## Action Notes

Amethyst sneaks into room

Scene 22 Panel 1



1020 . 011

Dialog

STEVEN: ... AMETHYST?

Action Notes

Amethyst into scene.

Slugging

0.04

Scene 22 Panel 2 cont



1020 . 011

JUL 09 2011

1020 . 011

Scene 22 Panel **CONT** 3



Dialog  
STEVEN: <STRUGGLING AGAINST CAST>

Action Notes  
SFX: <Door close OS>

Amethyst OUT screen right.

Slugging  
1.08

Scene 22 Panel **CONT** 4



Dialog  
STEVEN: <STRUGGLING AGAINST CAST>

Action Notes  
SFX: <Door close OS>

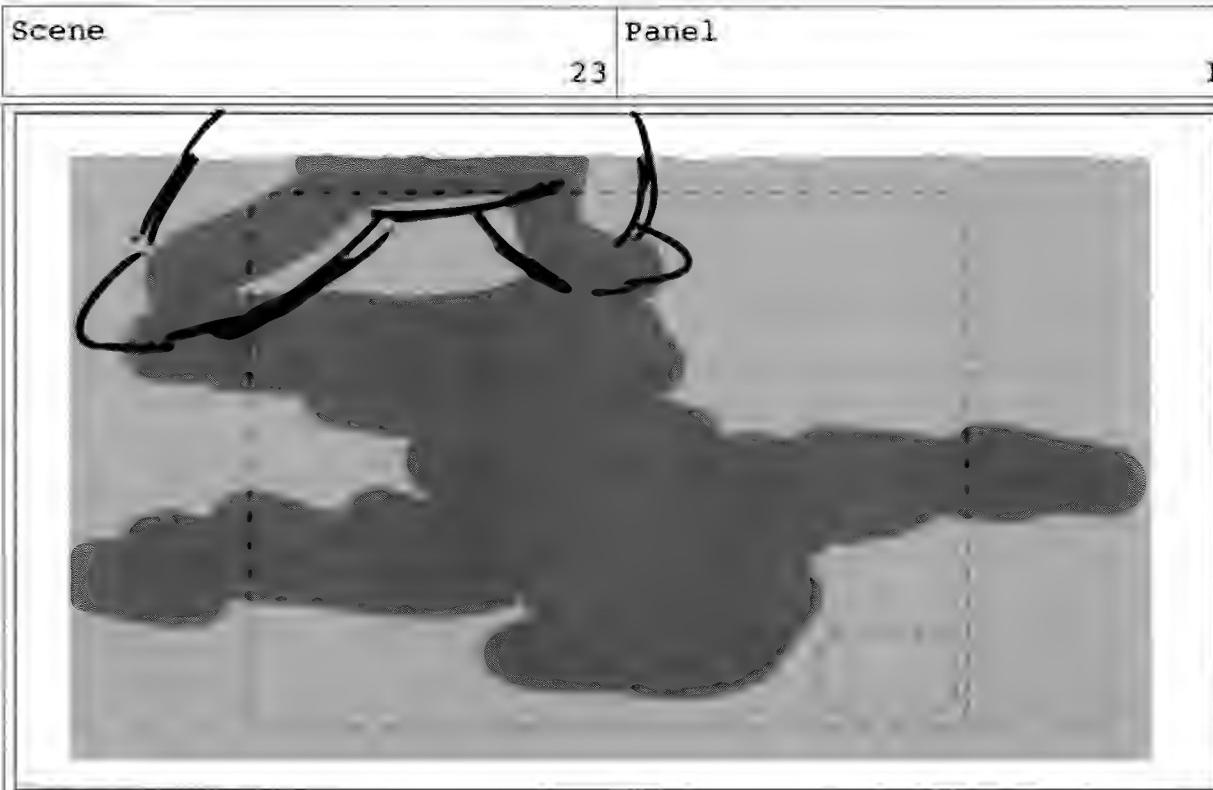
Slugging  
0.09

JUL 09 2011

1020.011

1020.011

1020.011



Action Notes  
Steven is falling down.

Slugging  
0.05



Dialog  
STEVEN: <HITS GROUND FACE DOWN>

Action Notes  
Hardened blood-polyp casing shatters on impact

Slugging  
1.03

JUL 09 2013

1020.011

Scene

Panel

23 *CONT*

3



1020.011

Dialog

STEVEN: AMETHYST?

Slugging

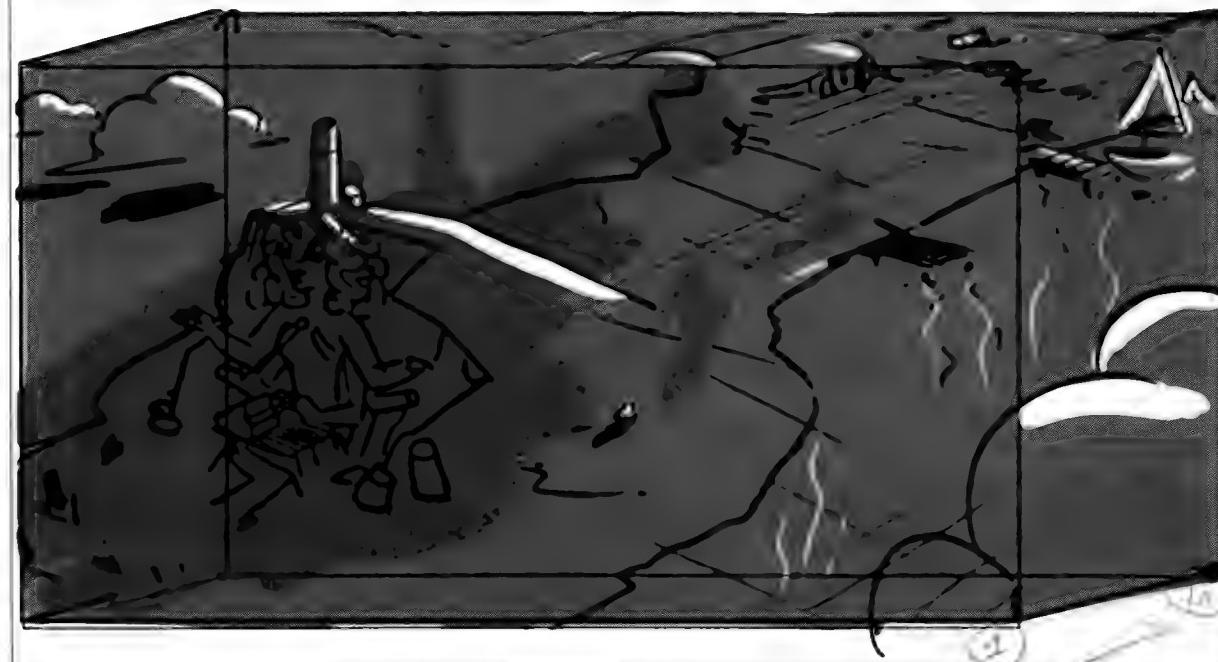
1.11

Scene

Panel

24

1



1020.011

Action Notes

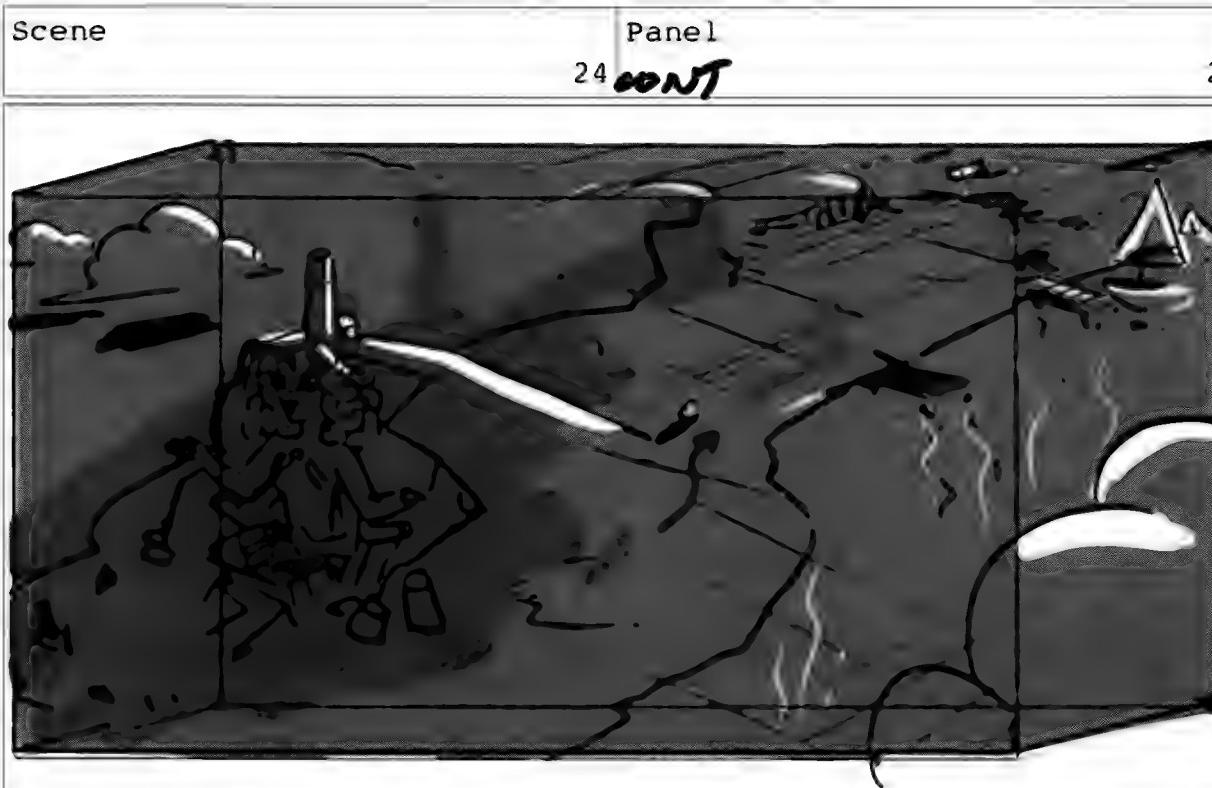
Amethyst runs away from the temple.

Slugging

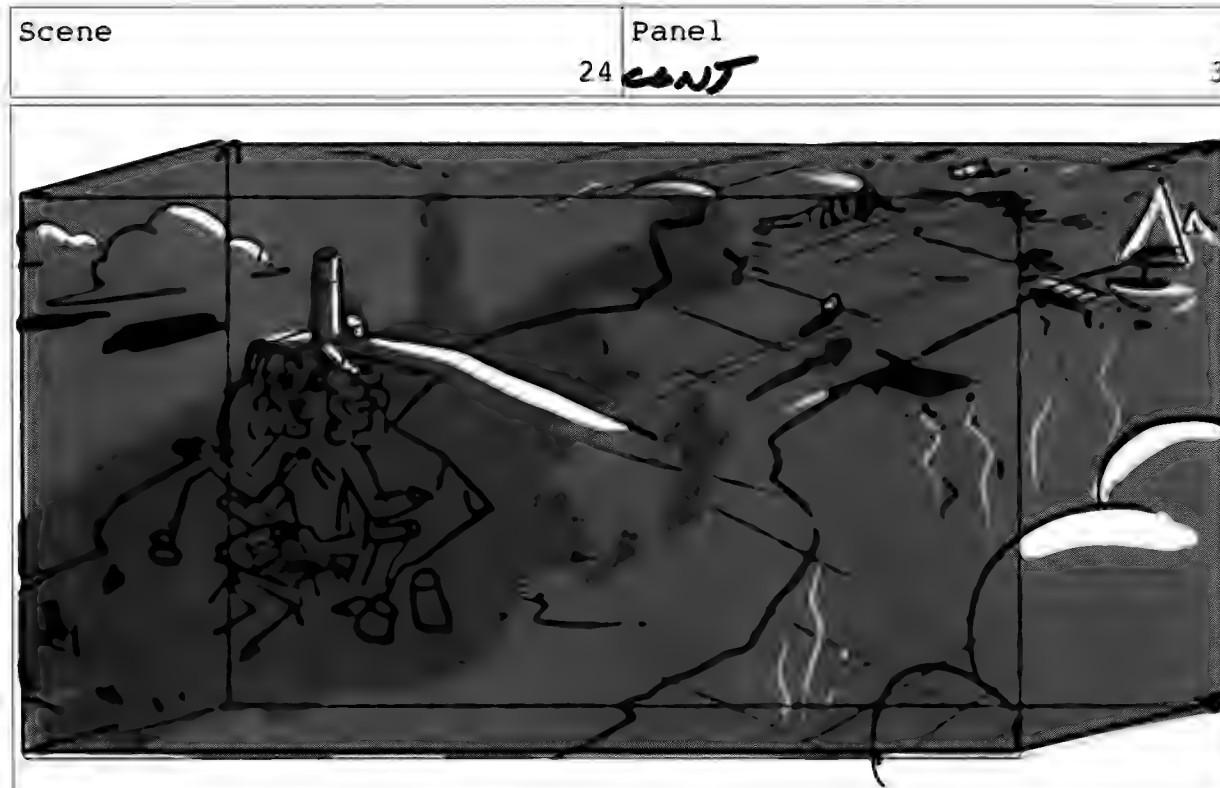
Panels 1 to 3 = 2.08

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1020.011



Action Notes  
Amethyst runs away from the temple.



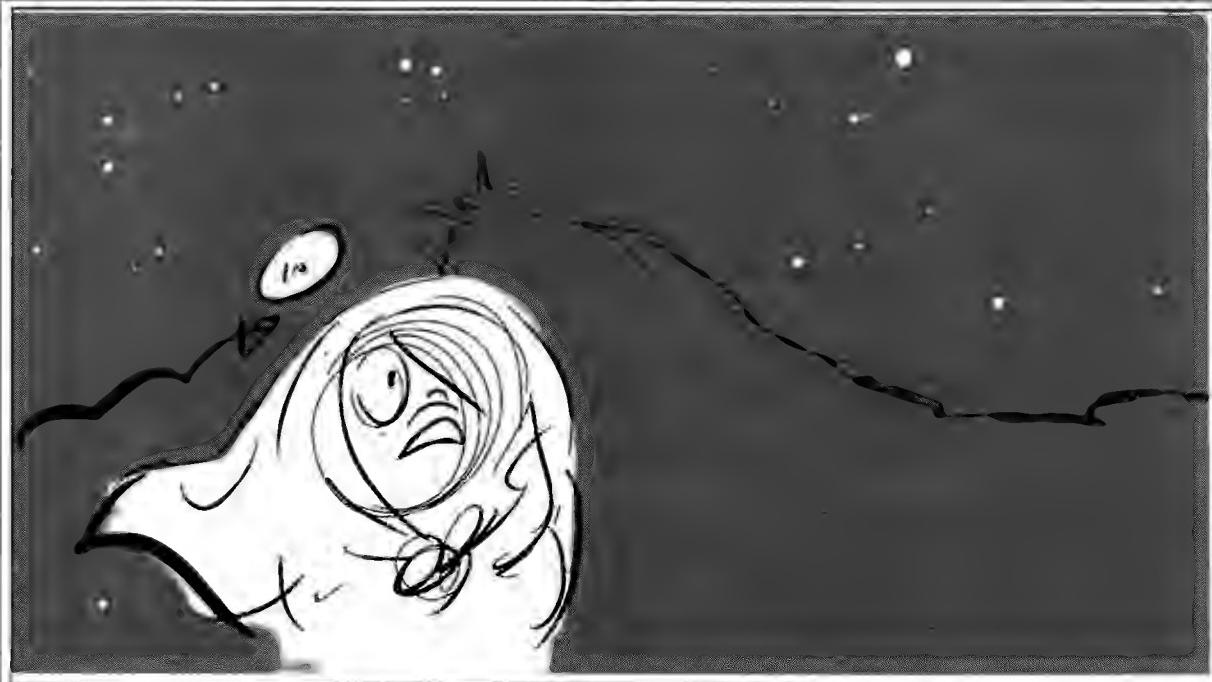
Action Notes  
Amethyst runs away from the temple.

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1020.011

1020.011

Scene 25 Panel 1



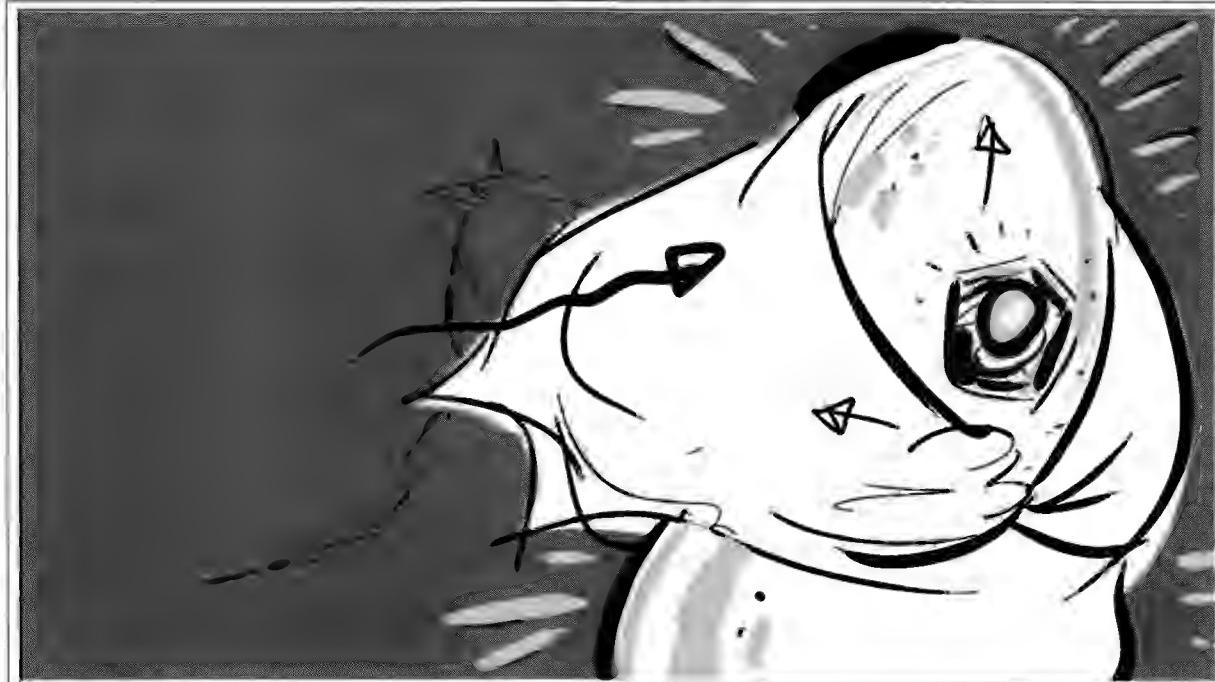
Action Notes

Amethyst runs IN to scene.

Slugging

0.13

Scene 25 Panel 2 cont



Action Notes

Amethyst starts to morph as she runs to O/S right.

Slugging

0.12

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1020.011

1020.011

1020.011

Scene

Panel

25 *cont*

3



Action Notes

Steven IN - follows Amethyst.

Slugging

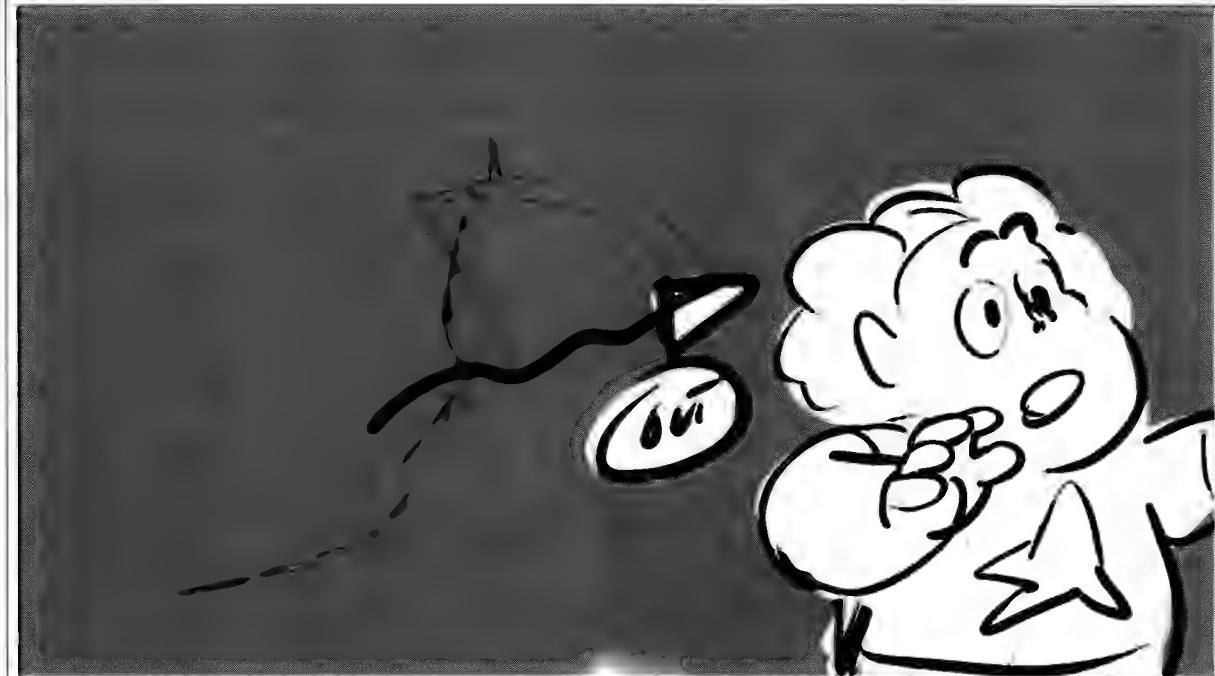
1.00

Scene

Panel

25 *cont*

4



Action Notes

Steven runs OUT of the scene.

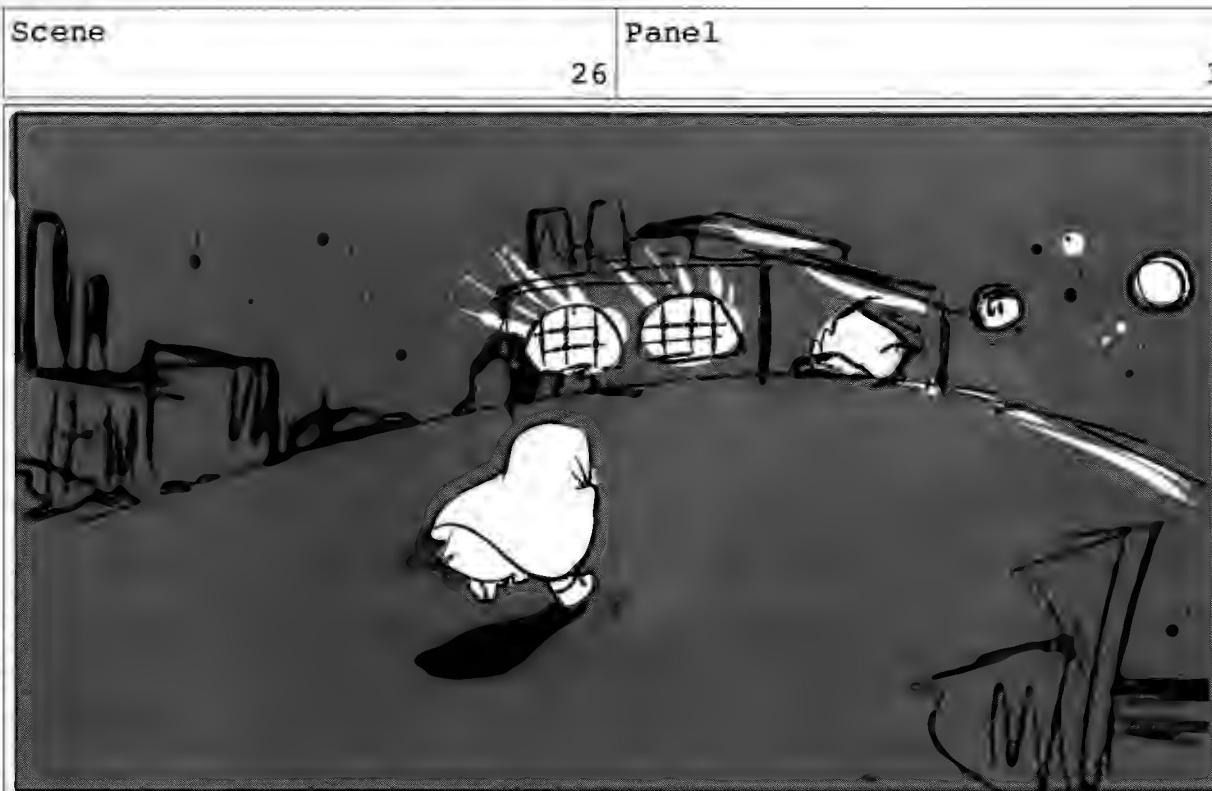
Slugging

1.08

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1020.011

1020.011



Action Notes  
Amethyst runs up

Slugging  
1 to 3 = 1.07



Action Notes  
and over the hill

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1020.011

1020.0701

1020.011



Action Notes  
towards a lit warehouse.



Dialog  
MR SMILEY (os): FOR THOSE...

Slugging  
1.07

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1020.011

1020.011

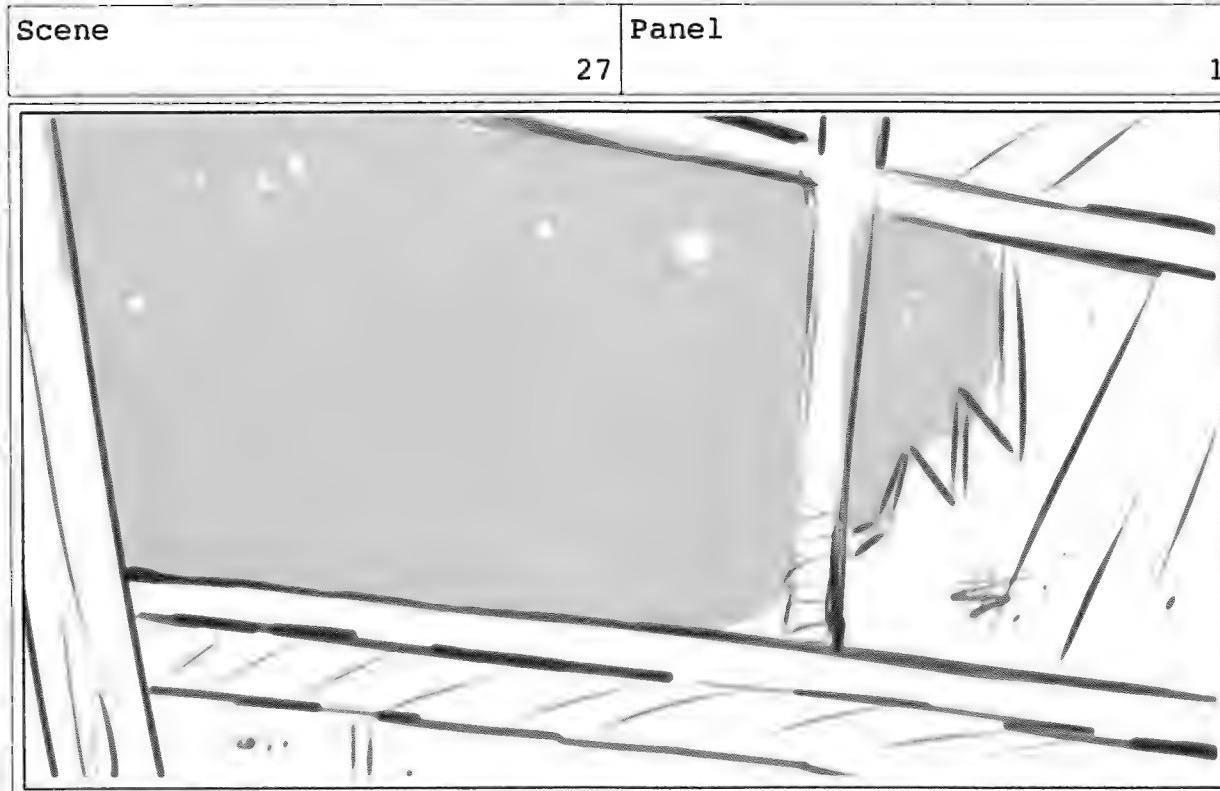


1020-011

Dialog  
MR SMILEY (os): ...OF YOU BEFURREDLED ...

Action Notes  
Steven IN - looks to the hill.

Slugging  
1.07



1020-011

Dialog  
MR SMILEY (os): BY THE EVENTS OF ATHLETICISM ...

Slugging  
2.04

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1020.011

Scene 27 Panel 2  
27 ~~CONT~~



Dialog  
MR SMILEY (os): ...YOU'RE ABOUT TO SEE---

Action Notes  
Steven IN - peeks in thru the window.

Slugging  
2.03

Scene 28 Panel 1  
28



Dialog  
MR. SMILEY: ...THE PURPLE...

Action Notes  
Steven's POV - a shabby wrestling ring with crowd.

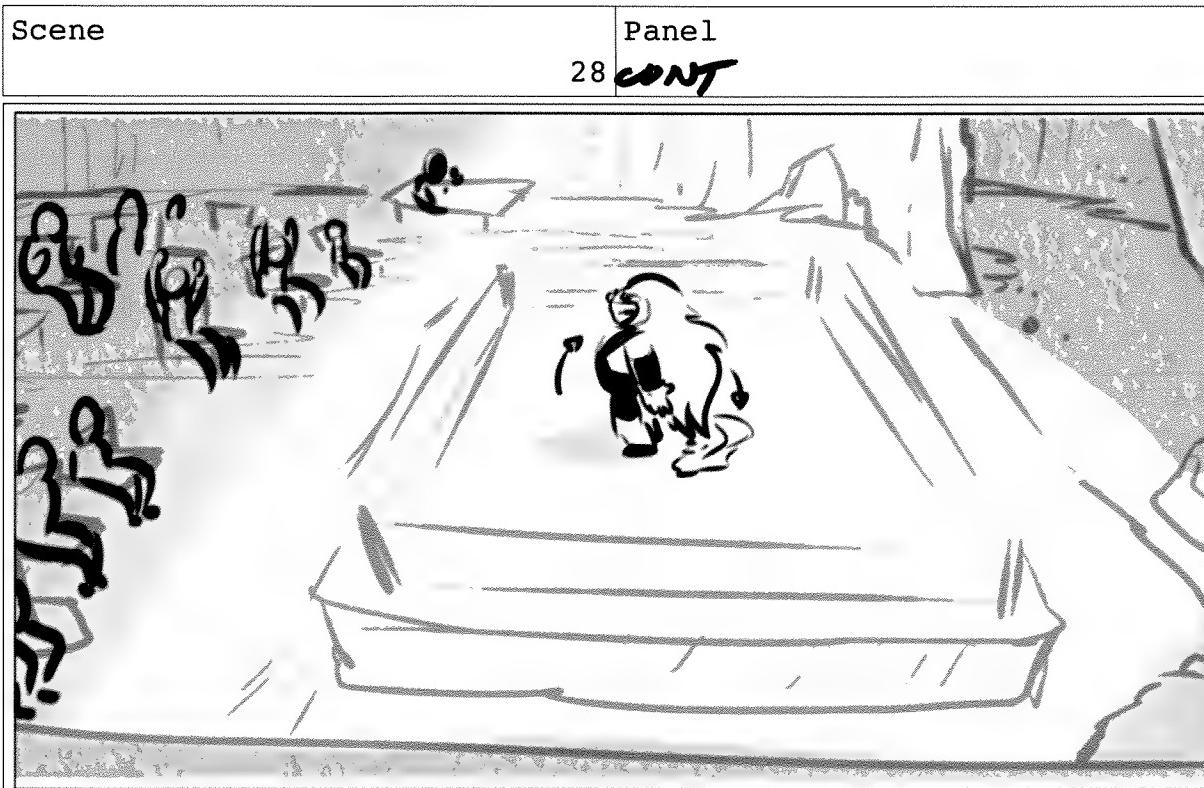
Slugging  
0.10

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1020.011

1020.011

1020.011



Action Notes  
Amethyst as "The Purple Puma" disrobes.

Slugging  
0.10



Slugging  
0.07

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1020.011

Scene 29 Panel 1



Dialog

MR. SMILEY (os): ...PUMA. RWAR!

Slugging

3.02

Scene 30 Panel 1



Dialog

MR. SMILEY: IS THE

Action Notes

Mr. Smiley sits with a mic wearing a suit.

Slugging

Panels 1 + 2 = 4.02

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1020.011

1020.011

1020.011

Scene

Panel

30 *CONT*

2



Scene

Panel

31

1



1020.011

Dialog

MR. SMILEY: SINGLE MOST HATED WRESTLER IN ...

1020.011

Dialog

MR. SMILEY (os): ...BEACH CITY UNDERGROUND'S HISTORYYYYY!!

CROWD: BOO!

Slugging

4.14

JUL 09 2013

1020.011

Scene 31 Panel 2  
31 ~~CONT~~



Scene 32 Panel 1  
32



1020 . 011

Dialog  
STEVEN: ... WHAT ...

Slugging  
2.04

Dialog  
CROWD: <BOO'S & WALLA>

Slugging  
1.08

JUL 09 2011

1020 . 011

1020 . 011

Scene 33 Panel 1

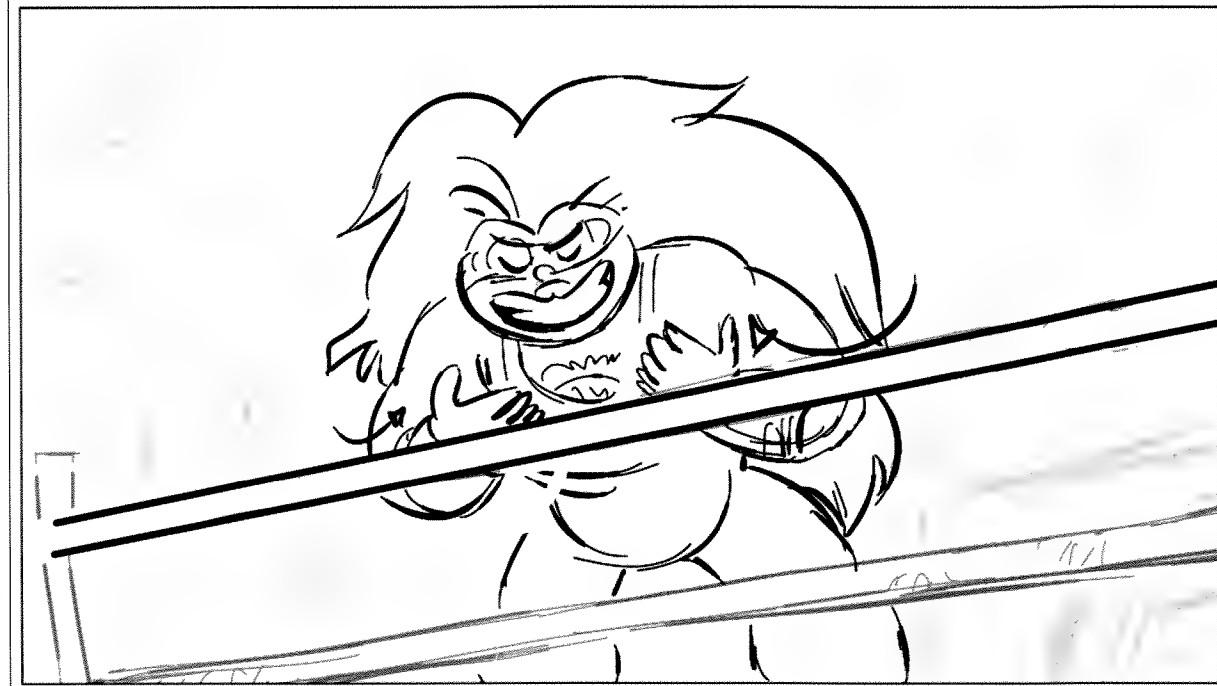


1020.011

Dialog  
CROWD: <BOO'S & WALLA>

Slugging  
0.05

Scene 33 Panel 2



1020.011

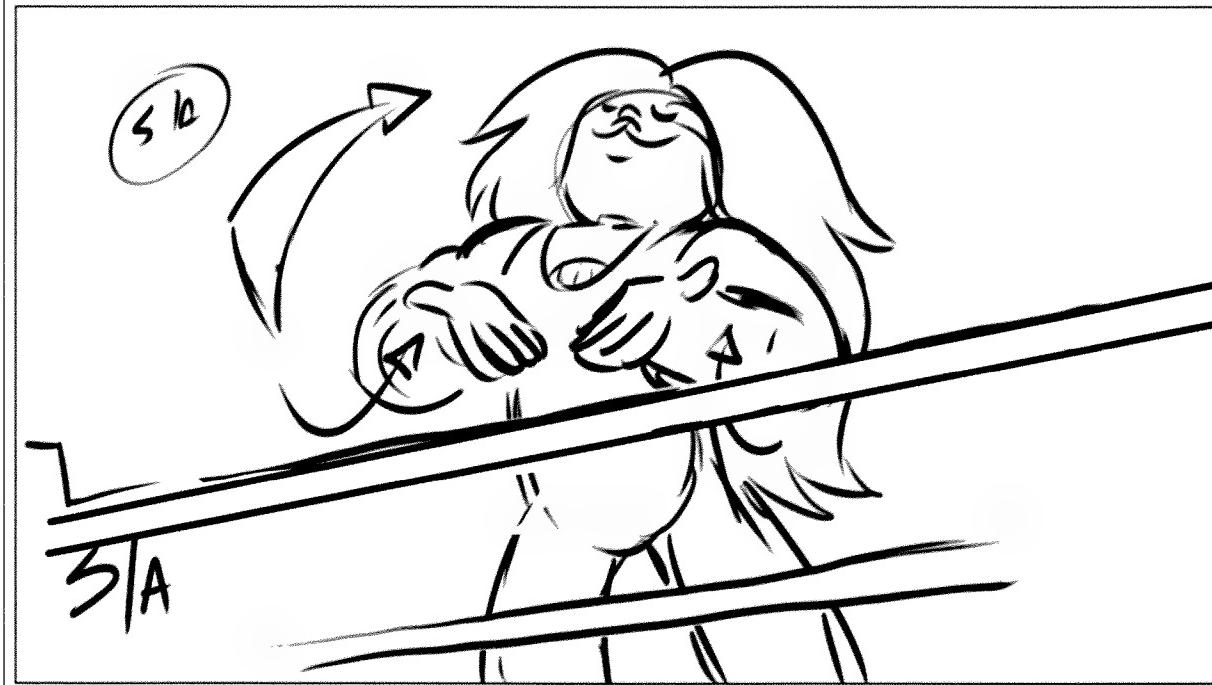
Dialog  
CROWD: <BOO'S & WALLA>

Slugging  
0.11

JUL 09

1020.011

Scene 33 Panel 3  
*cont*



Dialog  
CROWD: <BOO'S & WALLA>

MR. SMILEY (os): ALRIGHT LADIES AND GENTLEMEN,

Slugging  
0.09

Scene 33 Panel 4  
*cont*



Dialog  
CROWD: <BOO'S & WALLA>

Slugging

1.00

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1020.011

1020.011

1020.011

Scene 34 Panel 1



Dialog

MR. SMILEY: LET'S INTRODUCE HIS OPPONENT---

Action Notes

Mr. Smiley speaking to crowd

Slugging

2.12

Scene 35 Panel 1



Dialog

MR. SMILEY: OR SOULD I SAY VICTIM... HAHAHA!

Slugging

4.03

Notes

H.U. MR. SMILEY to previous scene

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1020.011

1020.011

1020.011

Scene 36 Panel 1



1020 · 011

Dialog

MR. SMILEY (os): THE LOCHNESS...

Slugging

1.09

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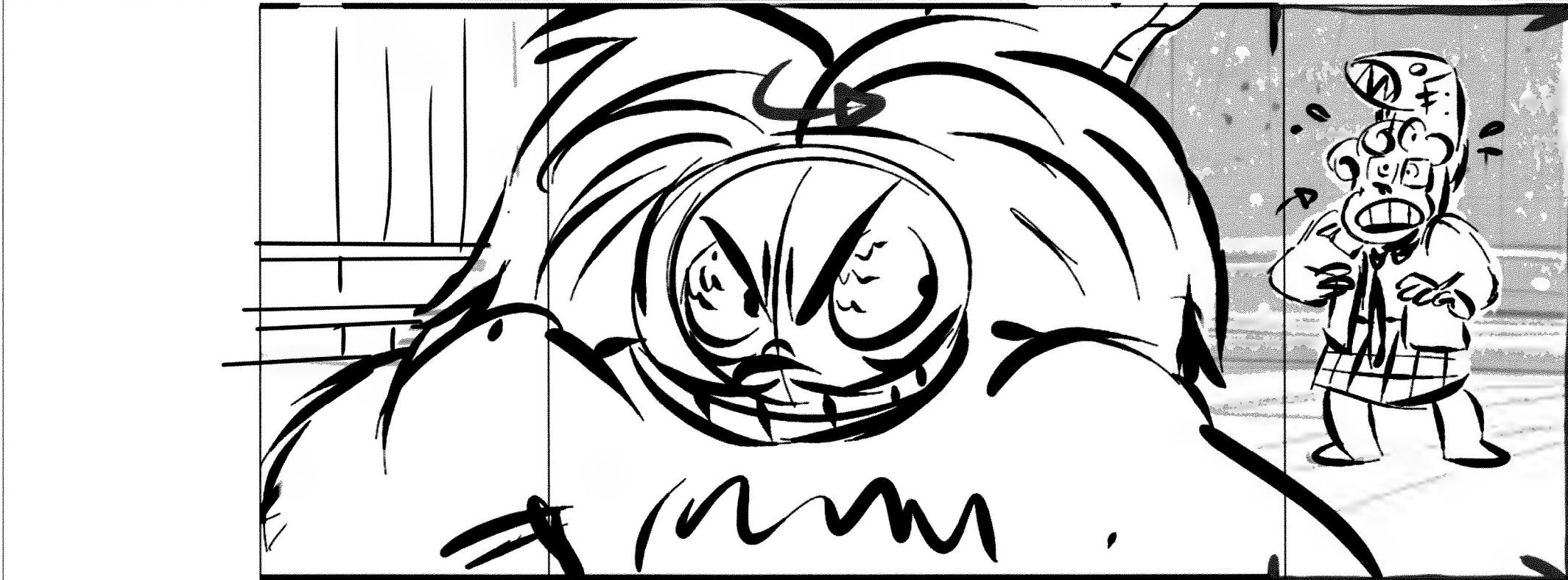
1020 · 011

1020 · 011

Scene

Panel  
36 CONT

2



1020.011

Dialog

MR. SMILEY (os): BLOGSTEEER!!

→ (2A)

Action Notes

Pan over slowly with action as Amethyst looks over her shoulder to reveal Ronaldo dressed in kilt and costume.

Slugging

HOLD: 1.03

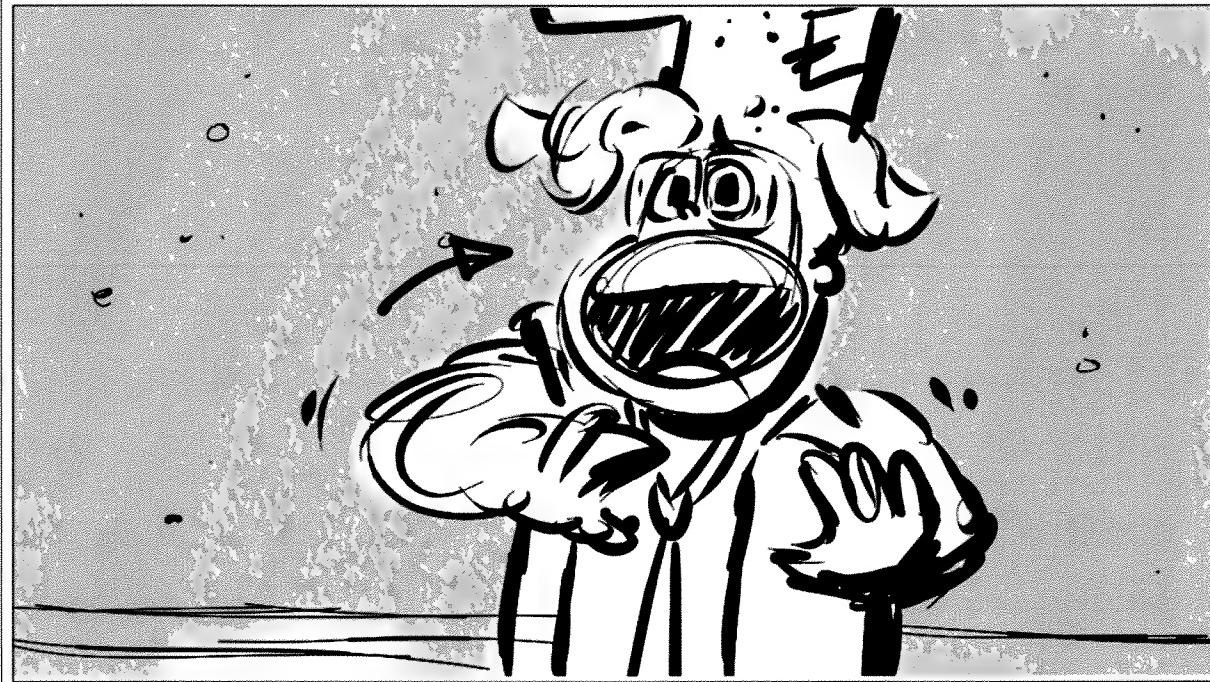
Then ADJ: 0.08

Then HOLD: 1.00

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1020.011

Scene 37 Panel 1



Scene 37 Panel 2



1020.011

1020.011

**Dialog**

RONALDO: I'M UHHH!....

**Action Notes**

H.U. Ronaldo to previous scene

**Slugging**

3.03

**Dialog**

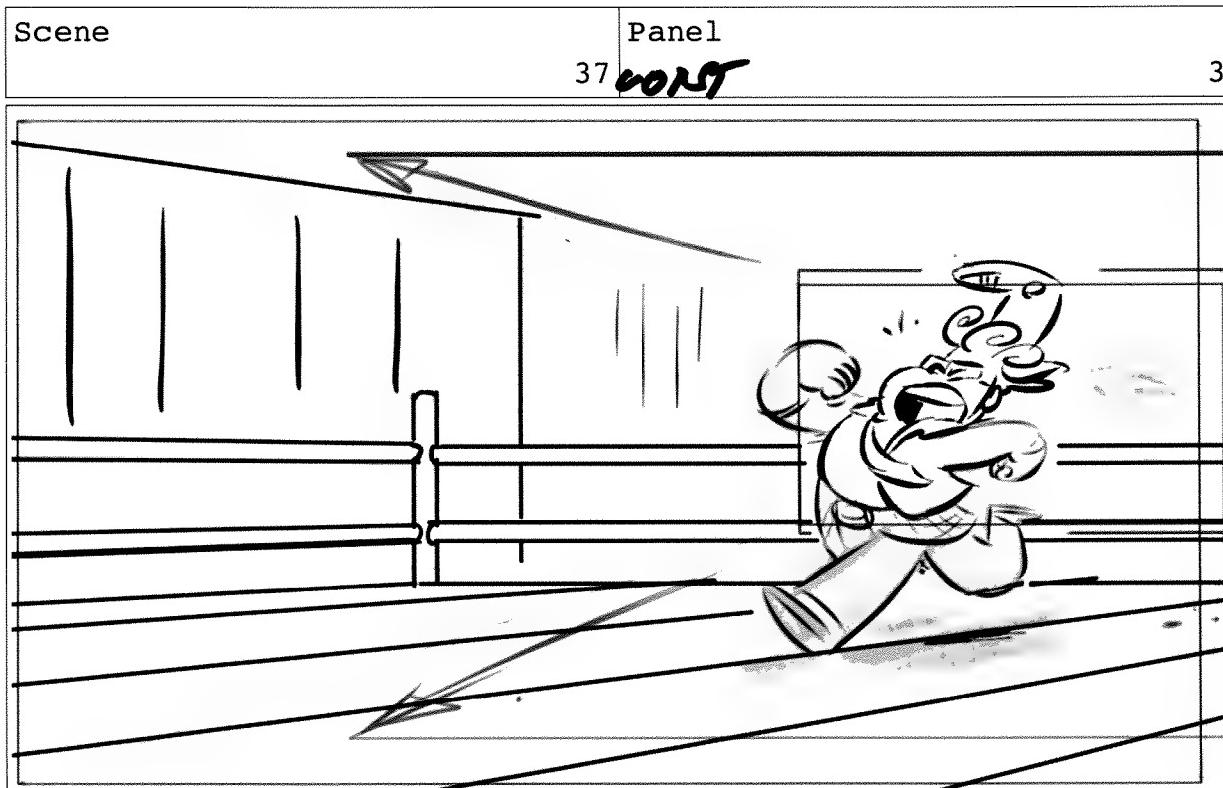
RONALDO: ...GOING TO END YOUR REIGN OF TERROR!!

**Slugging**

3.04

JUL 09 LUIS

1020.011



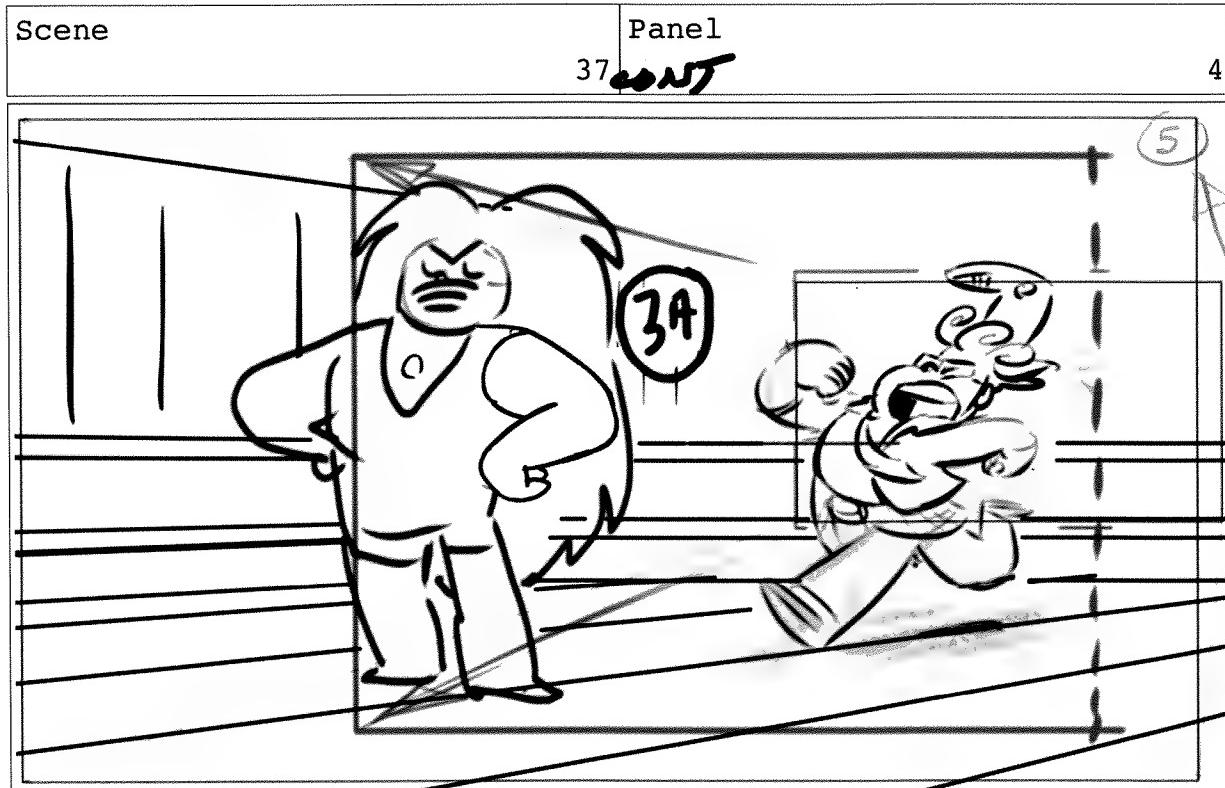
1020.011

Dialog  
RONALDO: YAAAAAAAARGH!!!

Action Notes  
T.O. with Ronaldo running forward / BG speeds by / Amethyst Pans IN.

Slugging  
Panels 3 + 4 = ADJ: 1.13

Panel 3: ADJ: 0.11  
Panel 4: ADJ: 1.02



1020.011

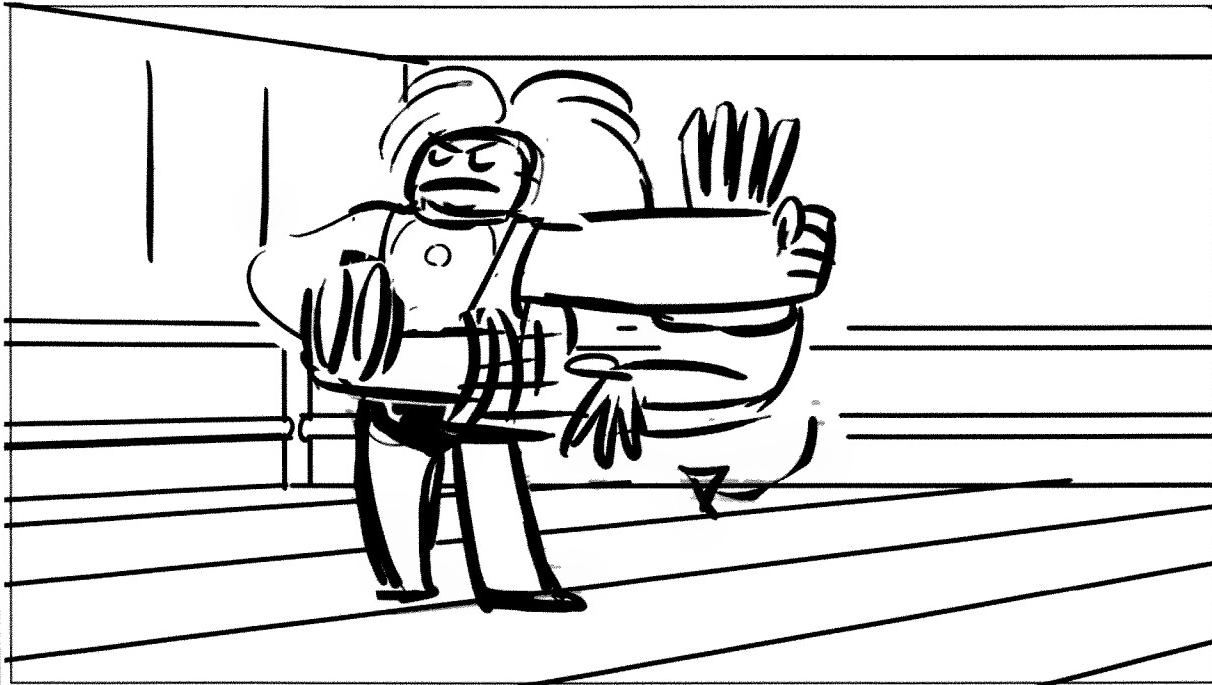
Dialog  
RONALDO: YAAAAAAAARGH!!!

Action Notes  
T.O. with Ronaldo running forward / BG speeds by / Amethyst Pans IN.

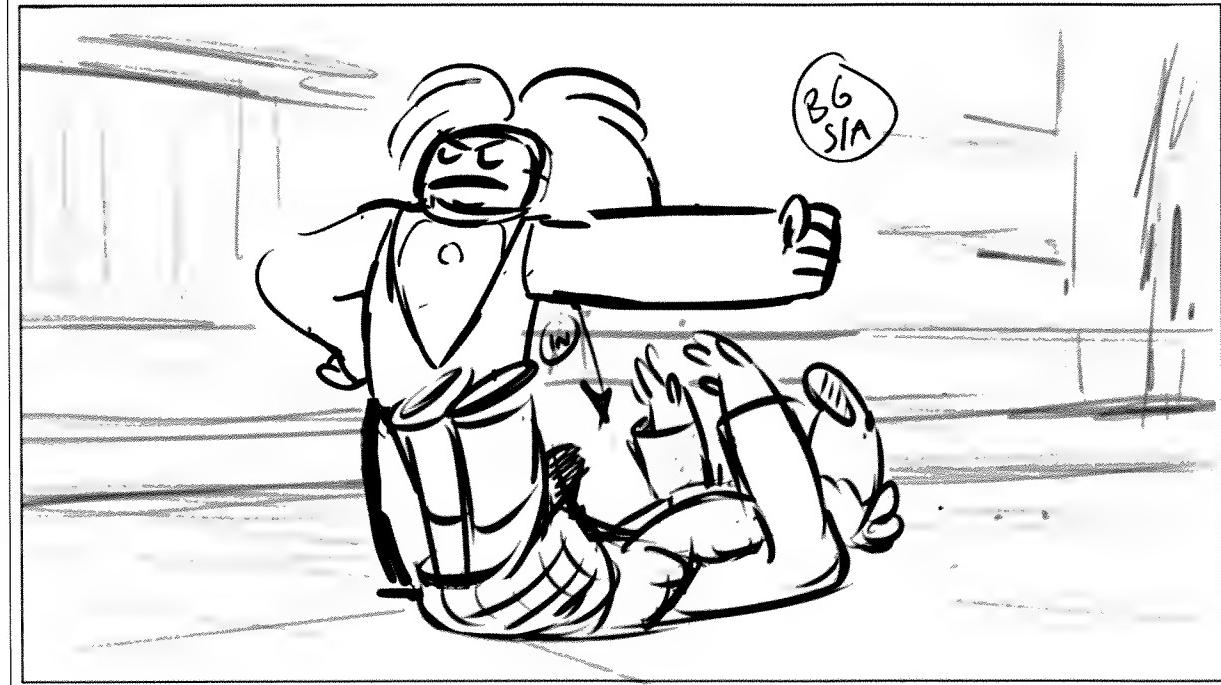
JUL 09 2010

1020.011

Scene 37 Panel 5  
*cont*



Scene 37 Panel 6  
*cont*



1020.011

#### Dialog

RONALDO: YAAAAAAAARGH!!!

RONALDO: <HIT IN THE FACE>

#### Action Notes

Amethyst raises arm / Ronaldo hits arm / Camera SHAKES

#### Slugging

0.11

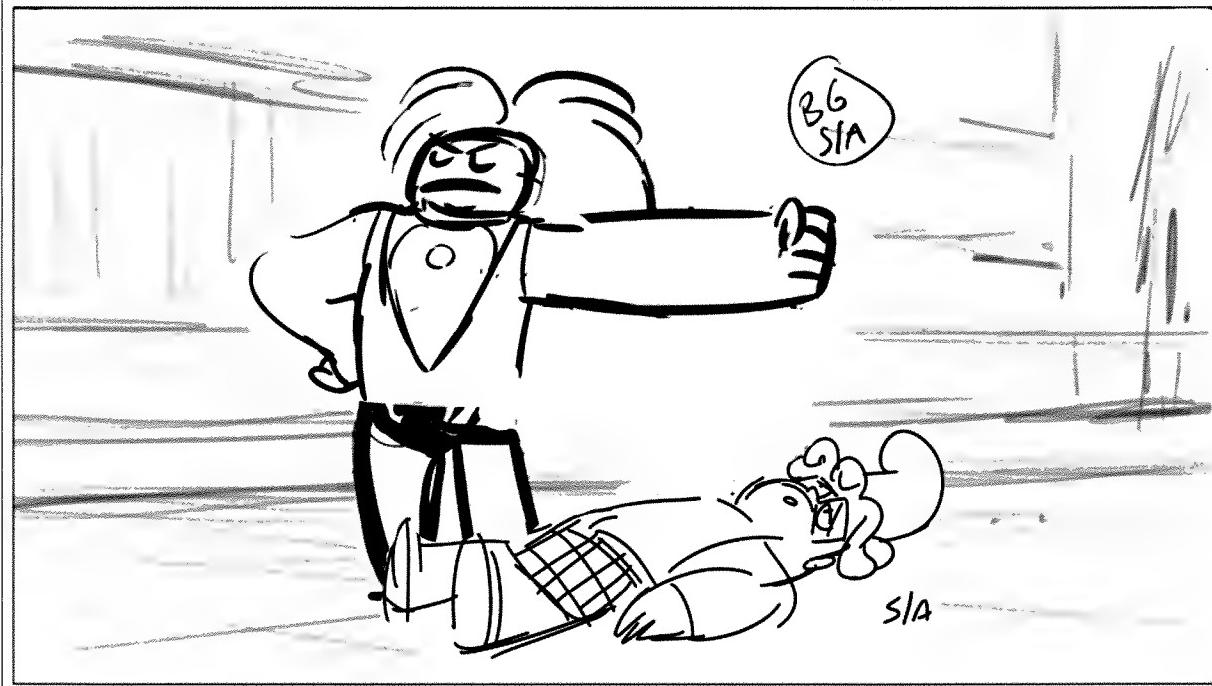
1020.011

JUL 6 9 2013

1020.011

Scene	Panel
37	<i>CONT</i>

7

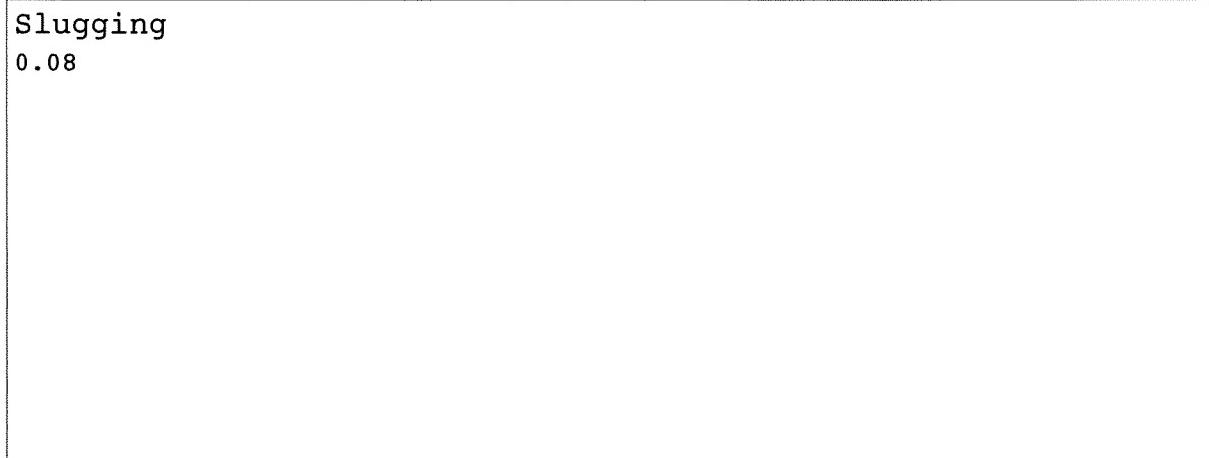


Scene	Panel
38	1



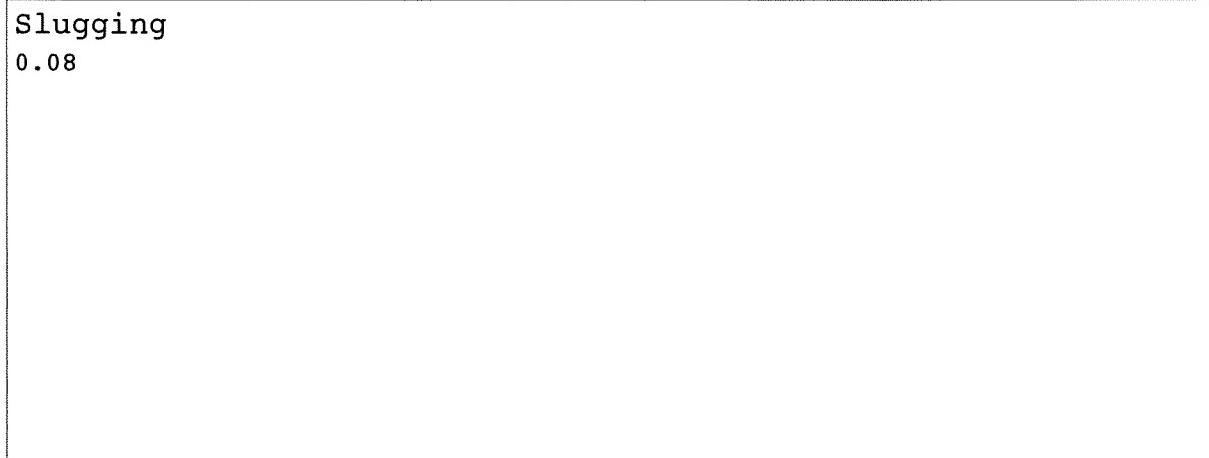
Dialog

CROWD: <DISAPPOINTED AWE'S & WOAH'S>



Action Notes

START POSE



Slugging

Panels 1 + 2 = 0.06

JUL 09 2011

1020.011

1020.011

Scene 38 Panel 2



Dialog  
CROWD: <DISAPPOINTED AWE'S & WOAH'S>  
MR. SMILEY (os): WELL NOW-

Action Notes  
Steven reacts back.

Scene 38 Panel 3



Dialog  
STEVEN (REACTION): UGG!  
Action Notes  
Cringes

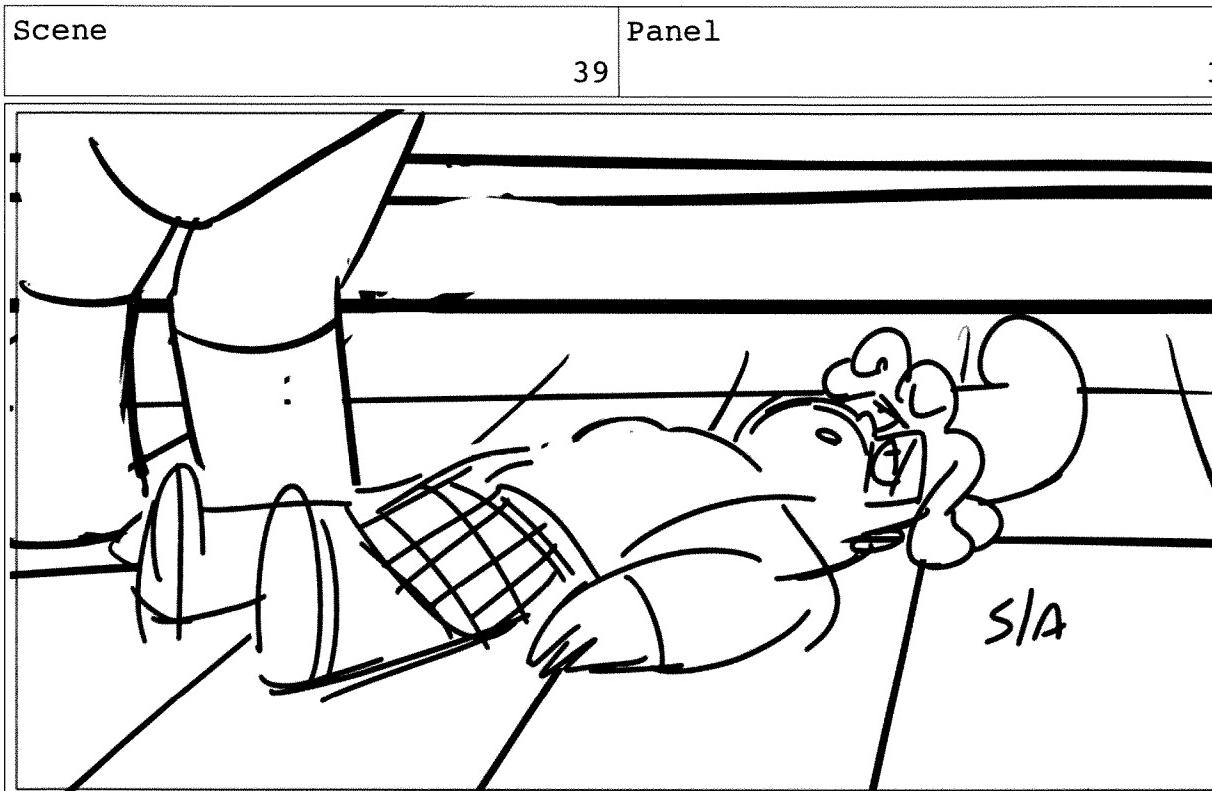
Slugging  
1.07

JUL 09 2011

1020.011

1020.011

1020.011



1020.011  
Dialog  
MR. SMILEY (os): THAT WAS...

Slugging  
Panels 1 + 2 = 0.04

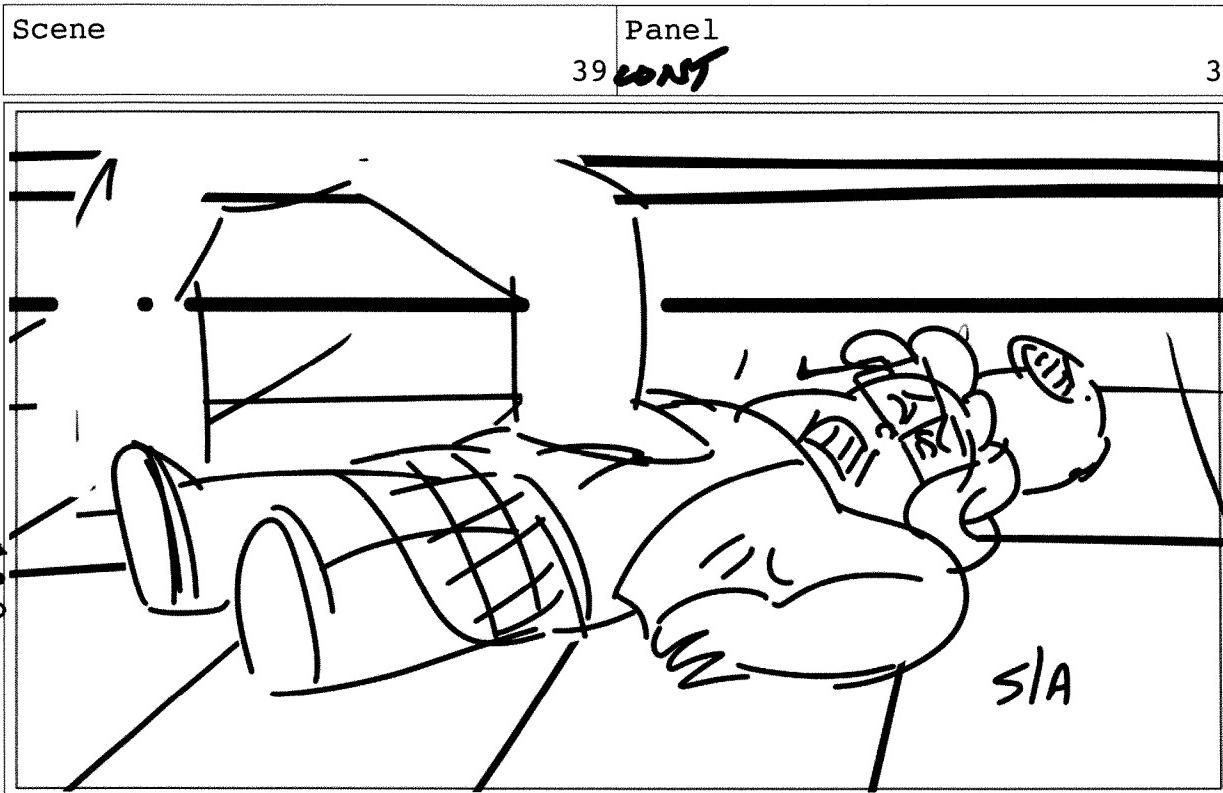


Dialog  
MR. SMILEY (os): THAT WAS...

Action Notes  
Amethyst lifts her foot...

JUL 09 2013

1020.011



1020.011

**Dialog**

MR. SMILEY (os): ...QUICK,

CROWD: BOO!

**Action Notes**

and stomps on opponents chest.

**Slugging**

1.02

JUL 09 2013

1020.011

1020.011

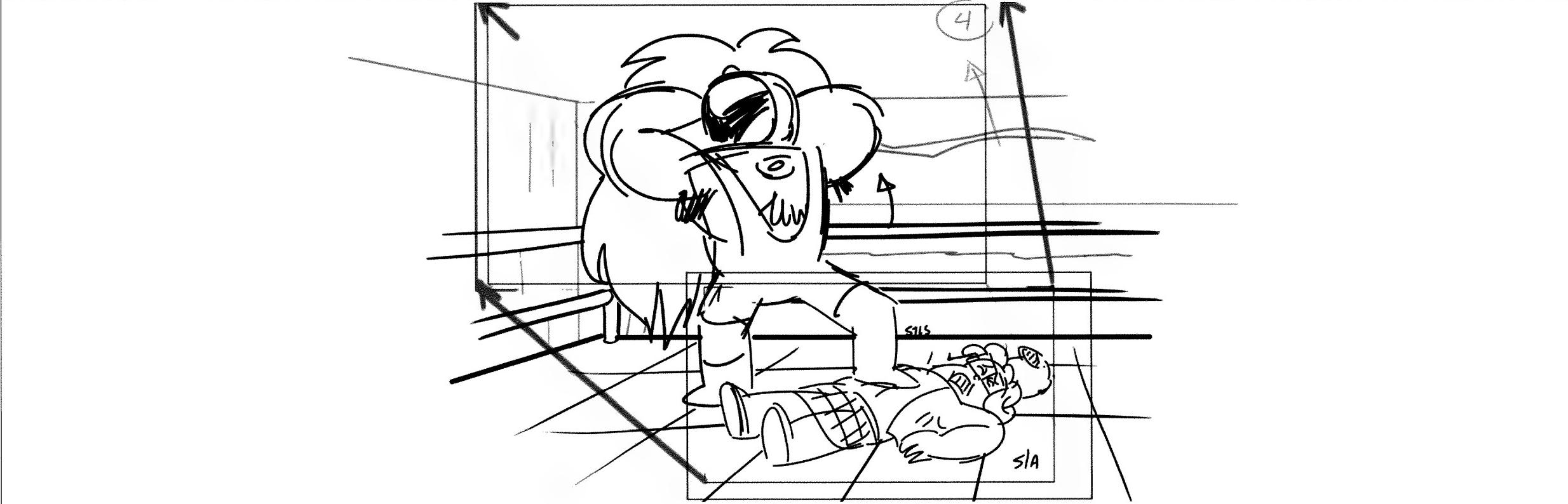
Scene

Panel

39

CONT

4



## Dialog

AMETHYST: &lt; SIGH &gt;

CROWD: BOO!

## Action Notes

T.O. to show Amethsyt expression.

## Slugging

ADJ: 0.08

Then HOLD: 1.03

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1020.011

1020.011



Dialog  
MR. SMILEY (os): YEAH YEAH, I DON'T LIKE IT ...  
CROWD: BOO!

Action Notes  
AMETHYST winks at the camera

Slugging  
1.06



Dialog  
MR. SMILEY (os): ...EITHER...  
CROWD: BOO!

Action Notes  
Amethyst picks up Ronaldo.

Slugging  
0.05

Notes  
Hook Up Amethyst to previous scene.

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1020.011

Scene 40 Panel 2  
cont



Scene 40 Panel 3  
cont



1020.011

Dialog  
MR. SMILEY (os): ...BUT WHADO YOU DO?  
CROWD: BOO!

Slugging  
1.12

Dialog  
RONALDO: WAAAUGHH- OOF!  
CROWD: <GASP!>

Action Notes  
Amethyst throws Ronaldo OUT of the scene.

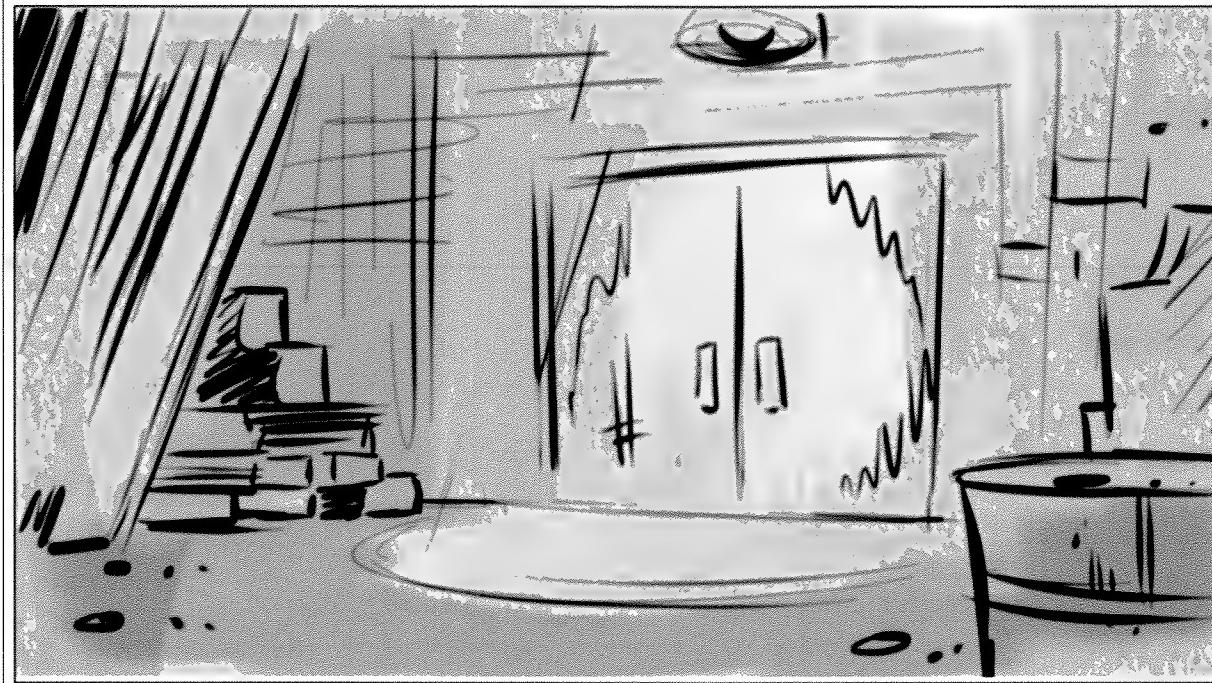
Slugging  
2.06

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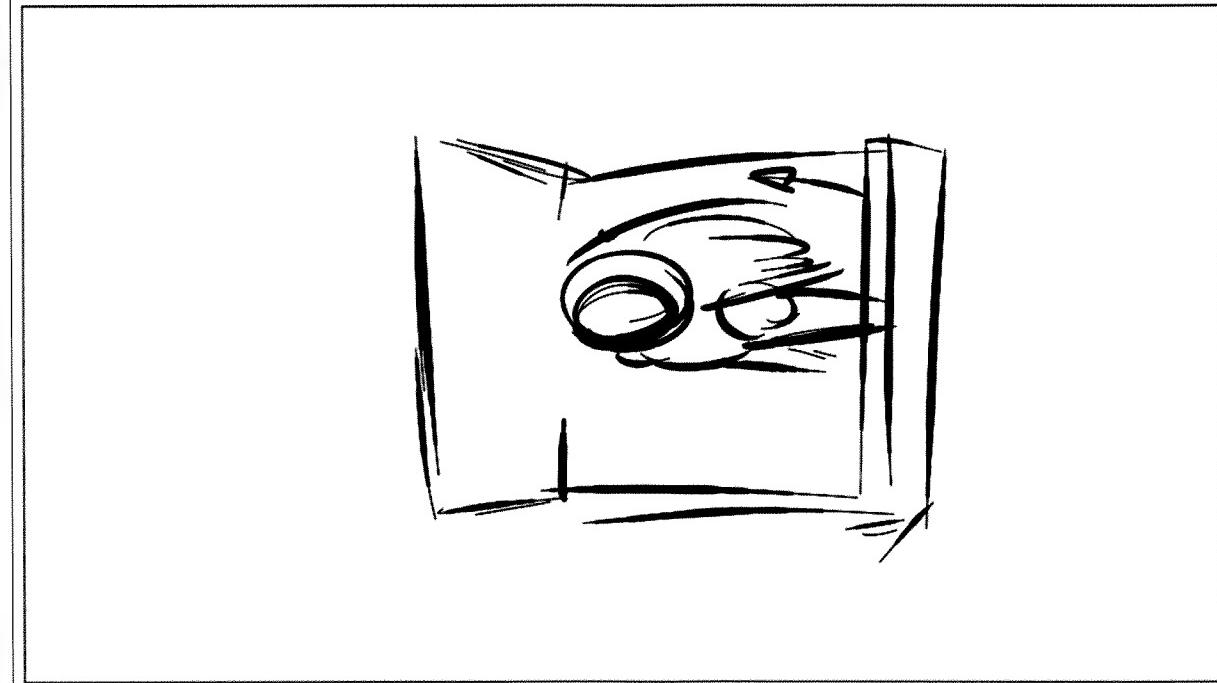
1020.011

1020.011

Scene 41 Panel 1



Scene 41 Panel 2 cont



Slugging  
1.03

Action Notes  
Amethyst bursts thru doors - head first.  
Slugging  
0.06

JUL 09 2013

1020.011

1020.011

1020.011



Action Notes  
She lands.

Slugging  
0.13

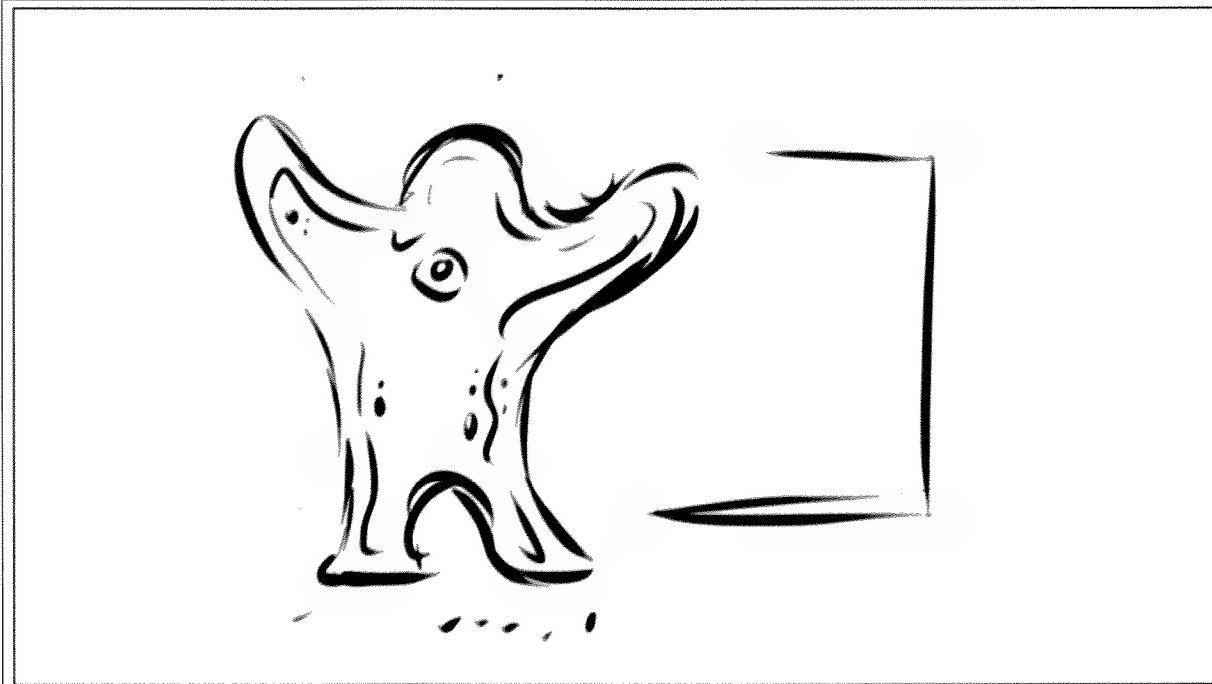


Dialog  
AMETHYST: AAAAAARRRRR....

Slugging  
1.09

JUL 09 2012

Scene 41 Panel **cont** 5

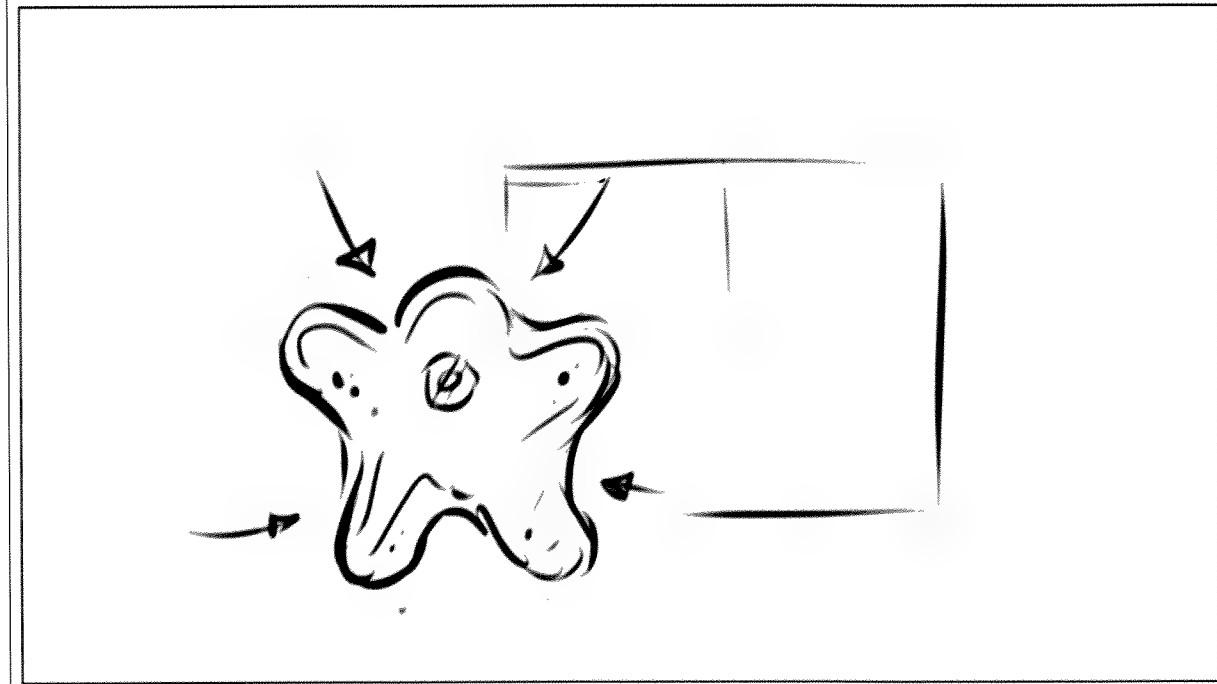


Dialog  
AMETHYST: AAAAAARRRRR....

Action Notes  
She begins to morph.

Slugging  
0.13

Scene 41 Panel **cont** 6



Dialog  
AMETHYST: ...RGGGHH!

Action Notes  
and shrink.

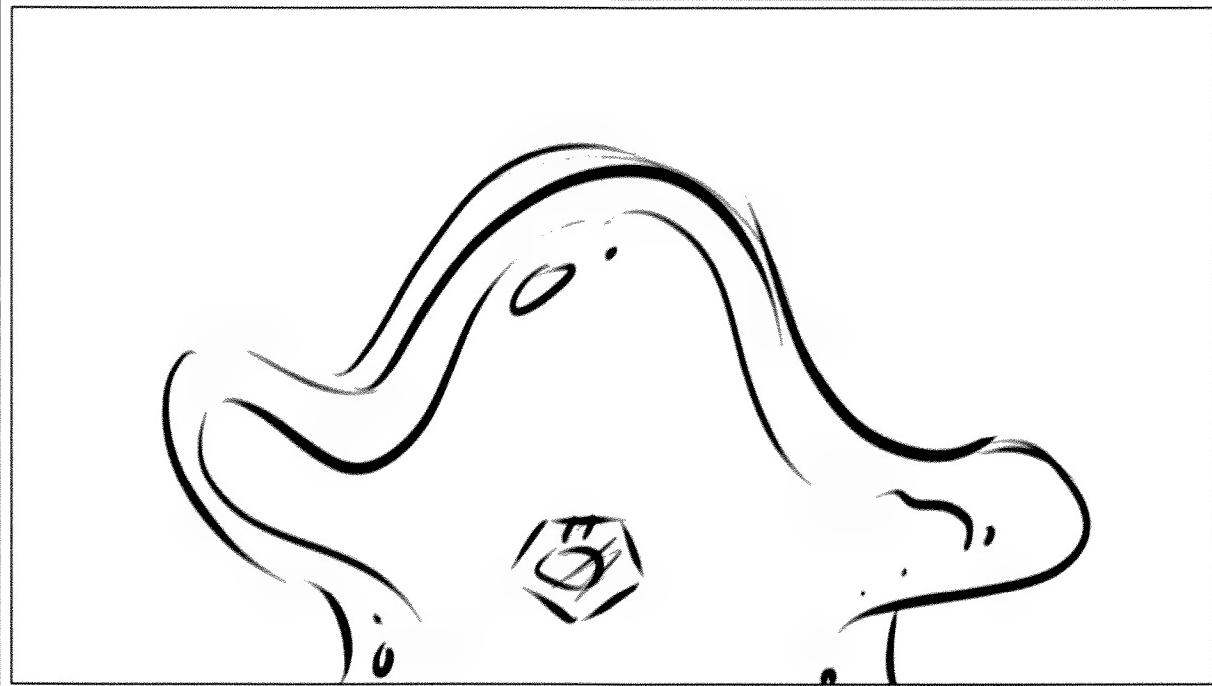
Slugging  
0.15

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1020.011

1020.011

Scene 42 Panel 1

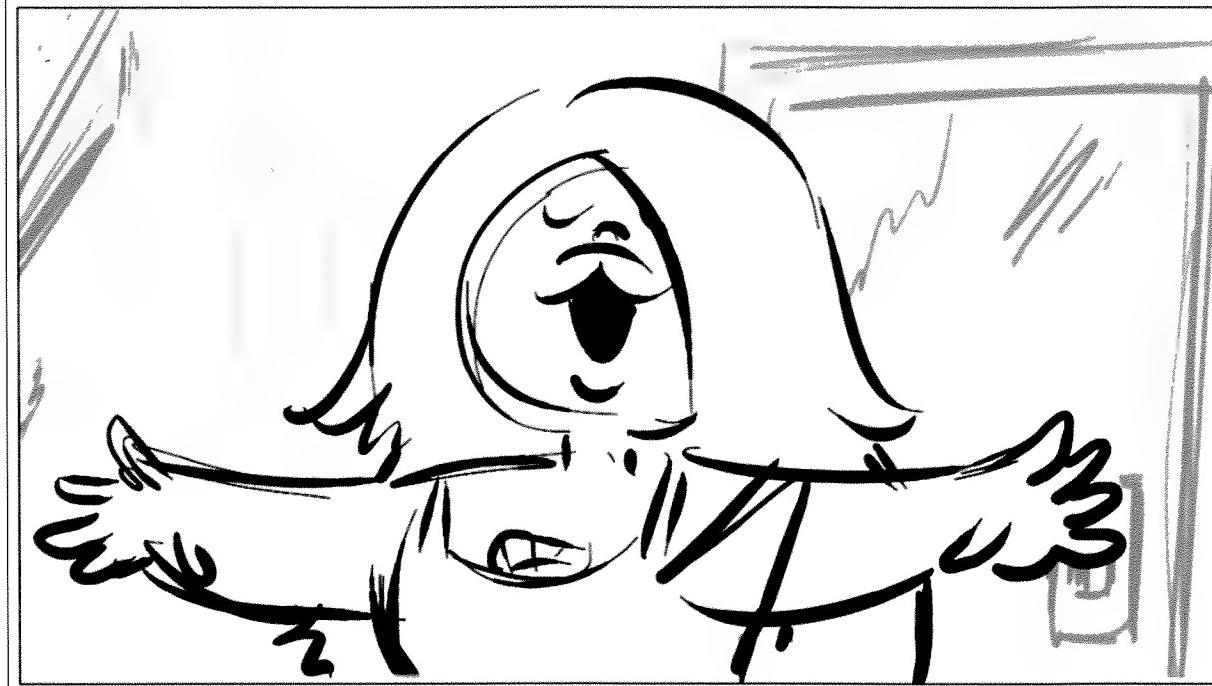


Dialog  
AMETHYST: ...RGGGHH!

Action Notes  
Camera cut close-up.

Slugging  
0.10

Scene 42 Panel 2 cont



Dialog  
AMETHYST: <SIGH>

Action Notes  
Finishes morphing and sighs.

Slugging  
2.10

JUL 09 2015

1020.011

1020.011

Scene 42 Panel **cont** 3



1020 . 011

Scene 42 Panel **cont** 4



1020 . 011

**Dialog**

STEVEN: AMETHYST

**Action Notes**

IN comes Steven grabbing Amethyst.

**Slugging**

1.04

**Dialog**

STEVEN: UH!

**Action Notes**

Amethyst quickly ducks down while grabbing Steven's wrists.

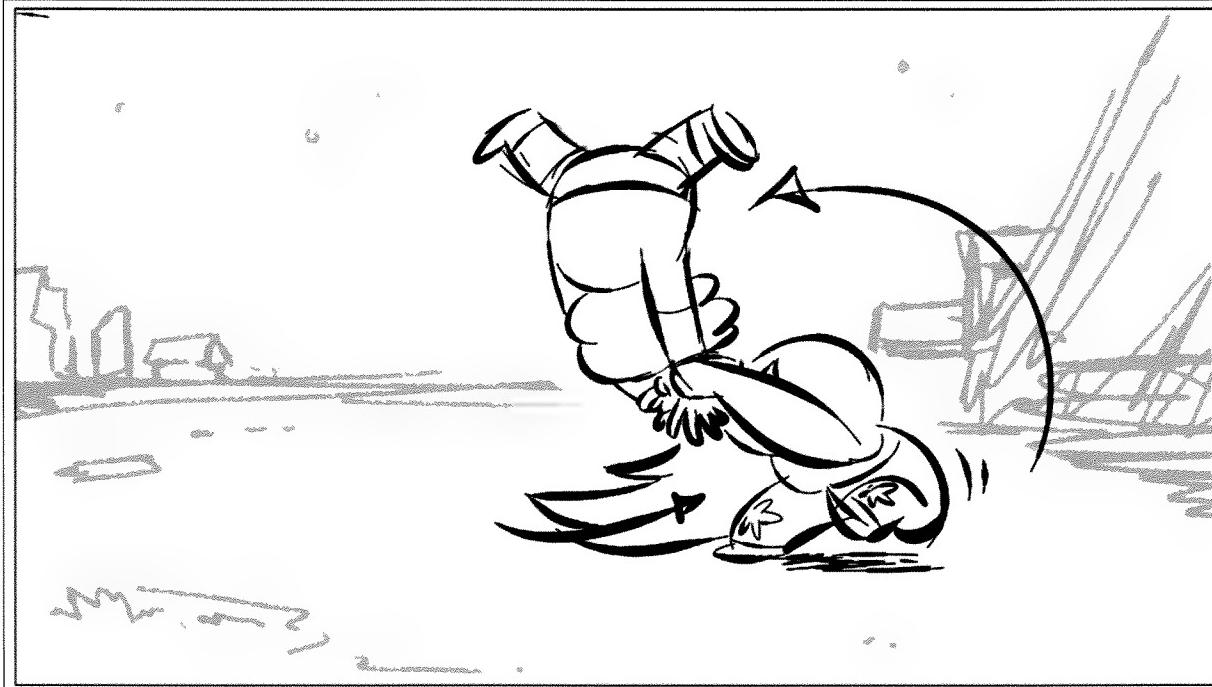
**Slugging**

0.07

JUL 09 2013

1020 . 011

Scene	Panel
43	1



#### Action Notes

Amethyst flips Steven

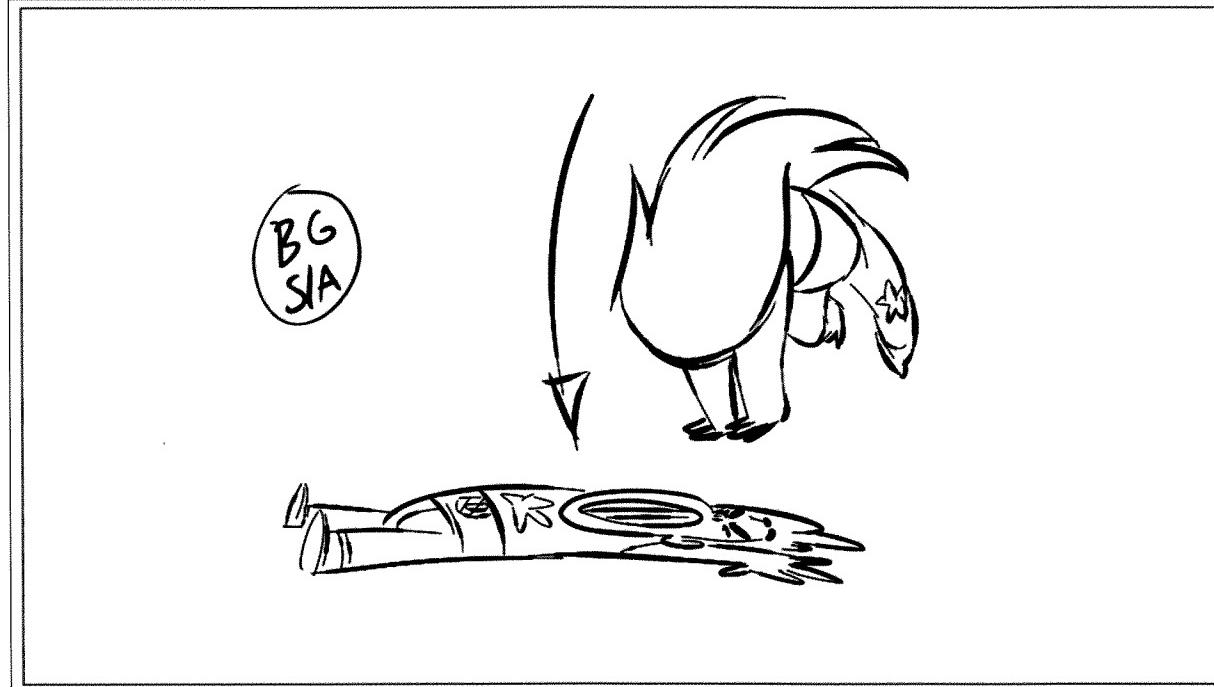
#### Slugging

0.05

#### Notes

Hook Up Amethyst and Steven to previous scene.

Scene	Panel
43	2 <i>cont</i>



#### Dialog

STEVEN: <HITS GROUND> UGH!

#### Action Notes

Amethyst Slams Steven into the ground.

#### Slugging

0.04

JUL 09 2013

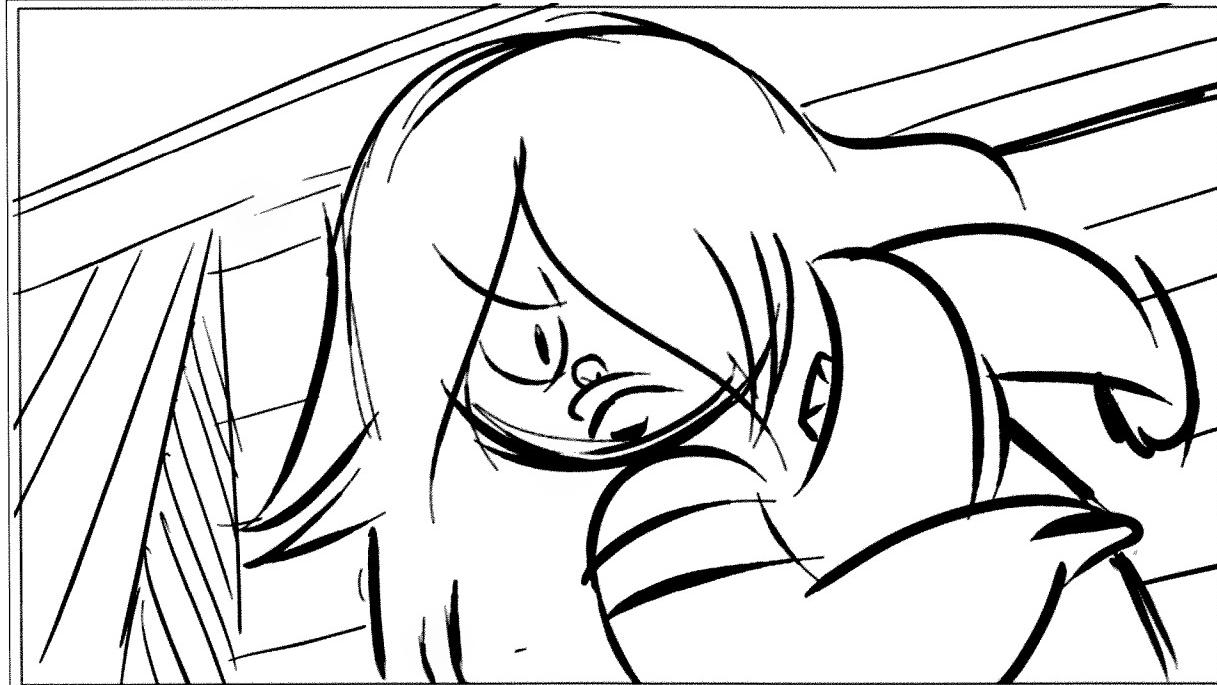
1020.011

1020.011

Scene 43 Panel 43 cont 3



Scene 44 Panel 44 1



Slugging 0.14

Action Notes  
Camera cut to Steven's POV  
Slugging 0.05

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1020.011

1020.011

Scene 44 Panel 2  
44 *cont*



Action Notes  
Amethyst steps back.

Slugging  
0.10

Scene 44 Panel 3  
44 *cont*



Dialog  
AMETHYST: WHAT ARE YOU...

Slugging  
0.15

JUL 09 2012

1020.011

1020.011

1020.011

Scene 44 Panel **cont** 4



Scene 44 Panel **cont** 5



1020.011

Dialog  
AMETHYST: ...DOING ...

Action Notes  
Looks aground 4A - 4B

Slugging  
0.07

Dialog  
AMETHYST: ...HERE?!

Slugging  
0.09

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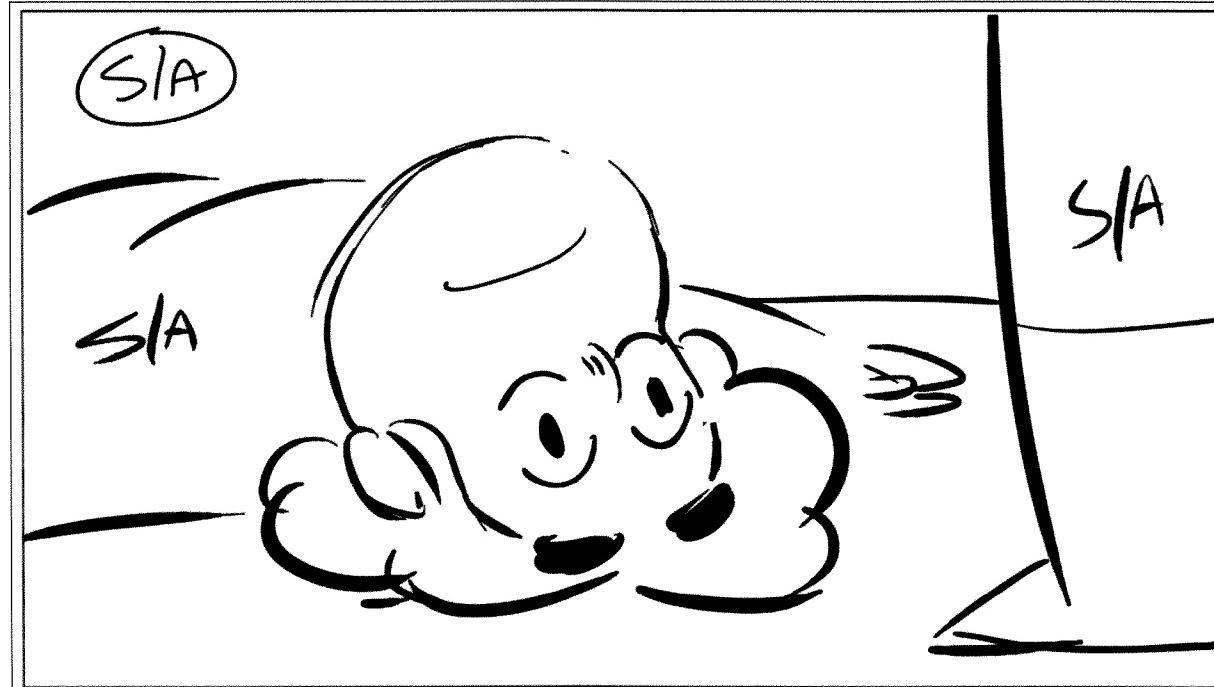
1020.011

1020.011

Scene 44 Panel 6  
44 ~~CONT~~



Scene 45 Panel 1



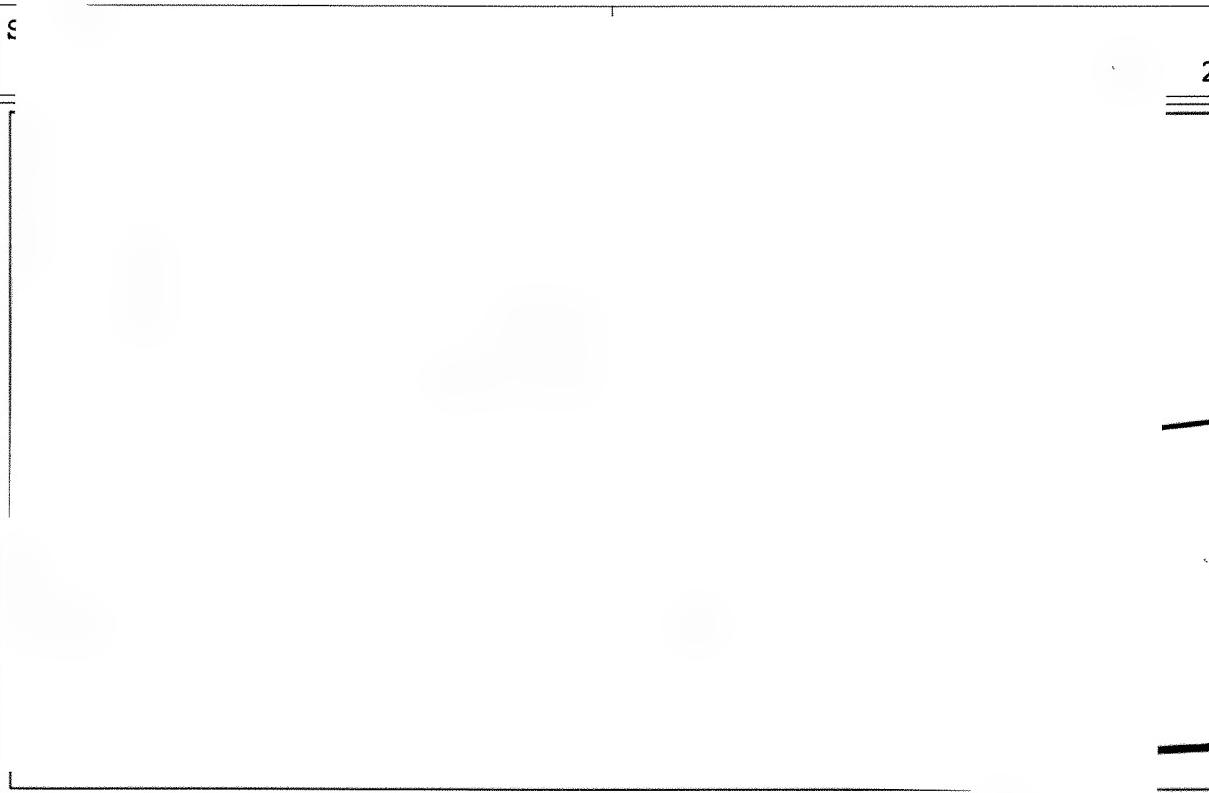
Slugging  
0.10

Slugging  
Panels 1 to 4 = 3.03

JUL 09 -

1020-011

1020.011



1020.011

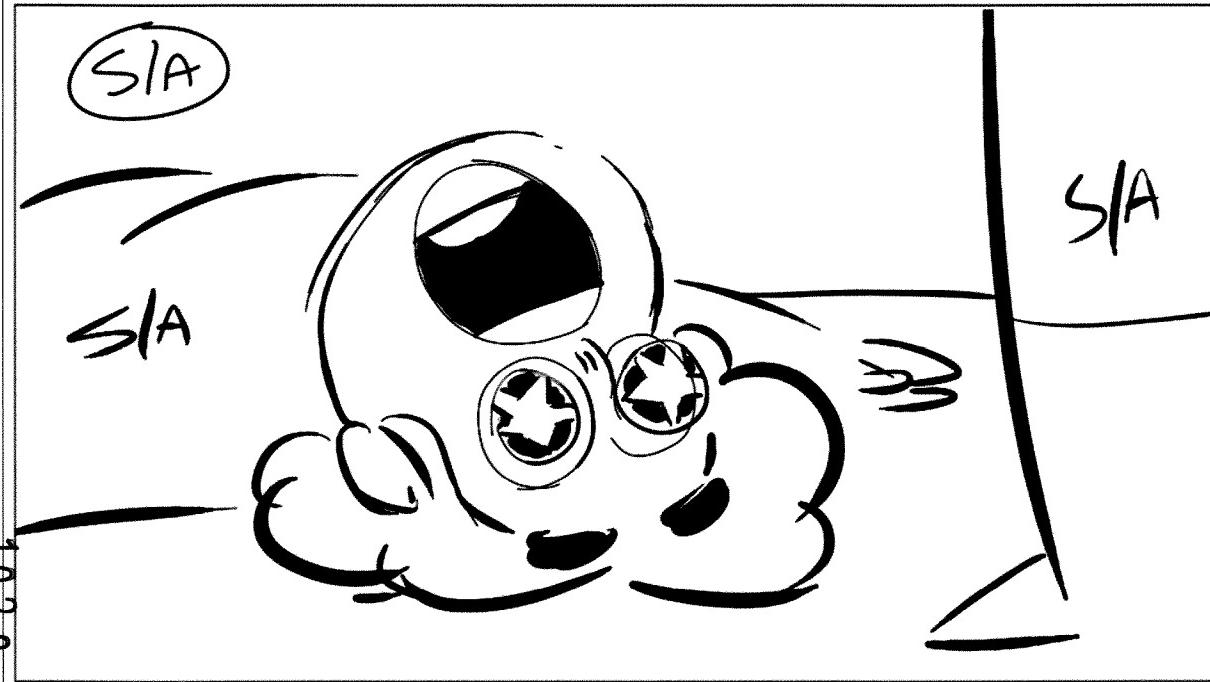
Dialog

STEVEN: (\*LOUD WHISPER) ARE YOU A

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1020.011

Scene 45 Panel 1  
45 *CONT* 4



Scene 46 Panel 1  
46 1



1020.011  
Dialog  
STEVEN: (SECRET WRESTLER!?)

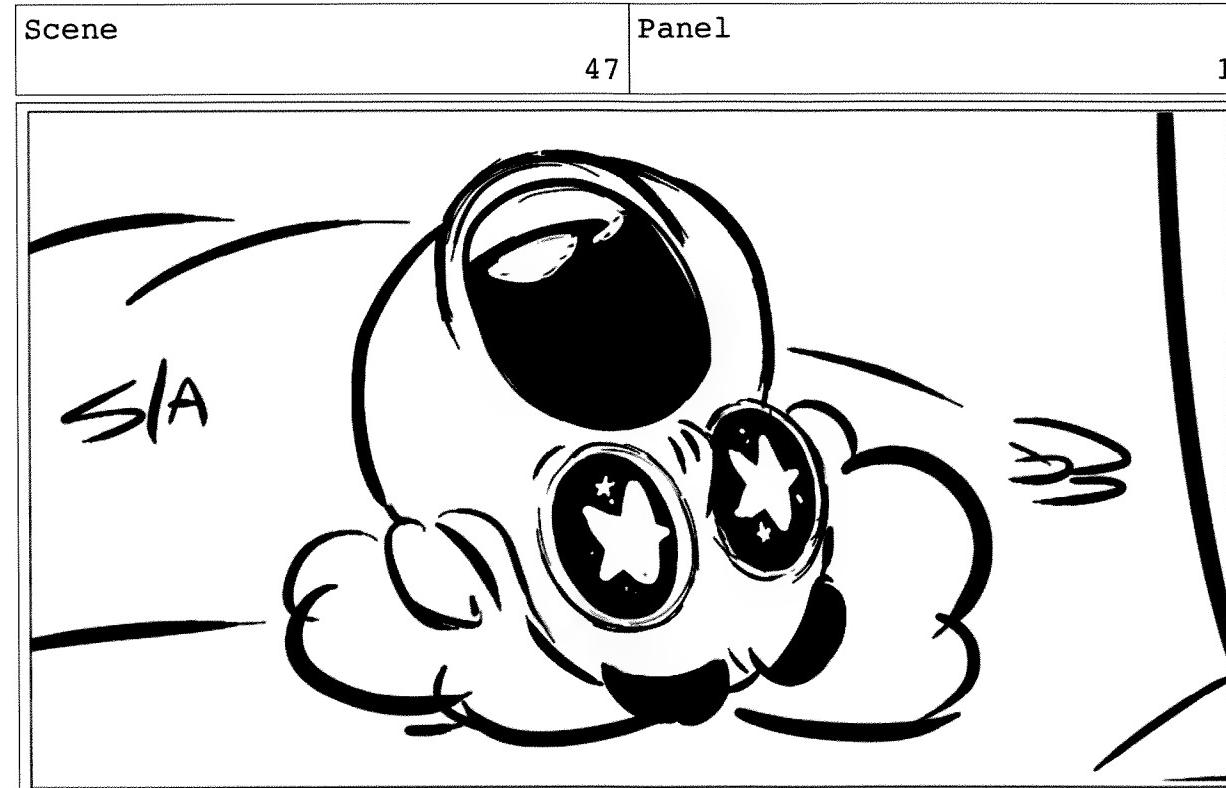
Action Notes  
Steven becomes star-eyed.

Slugging  
1.03  
JUL 09 2013  
1020.011

1020.011



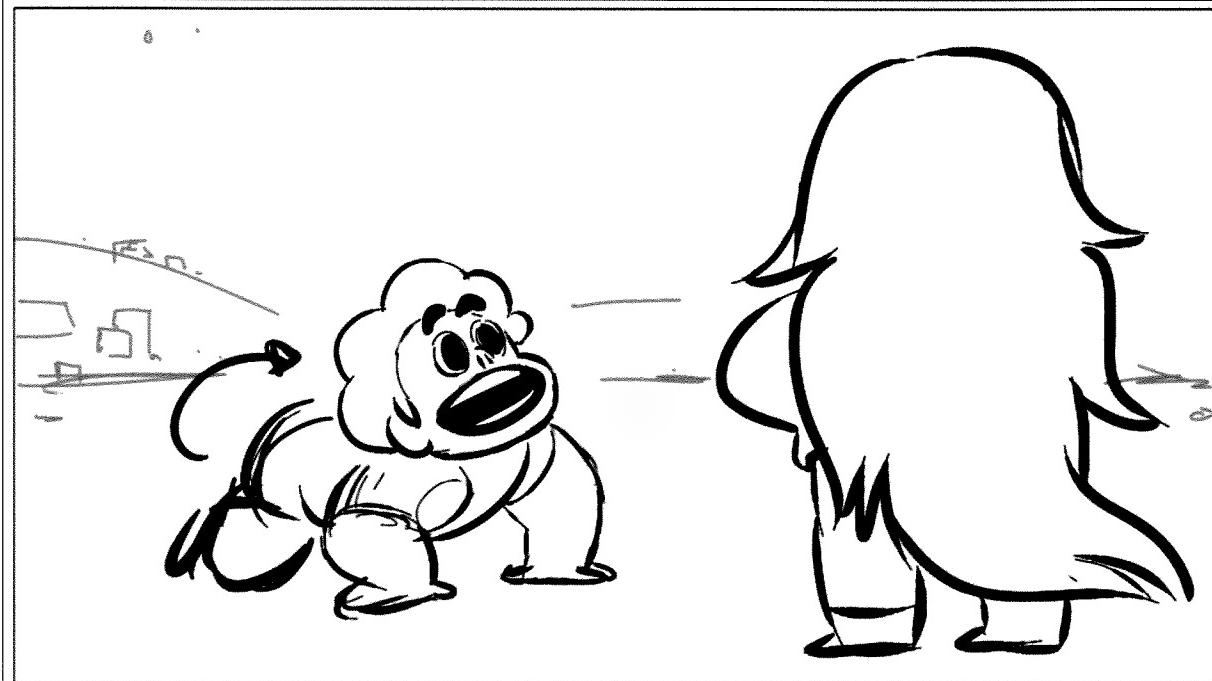
Dialog  
AMETHYST: YEAH.  
Slugging  
1.01



Dialog  
STEVEN: <GAAAASP!!>  
Slugging  
1.13

JUL 09

Scene 48 Panel 1



Scene 48 Panel 2 cont



#### Dialog

STEVEN: BUT HOW, BUT WHEN?

#### Action Notes

Steven turns over.

#### Slugging

2.13

#### Notes

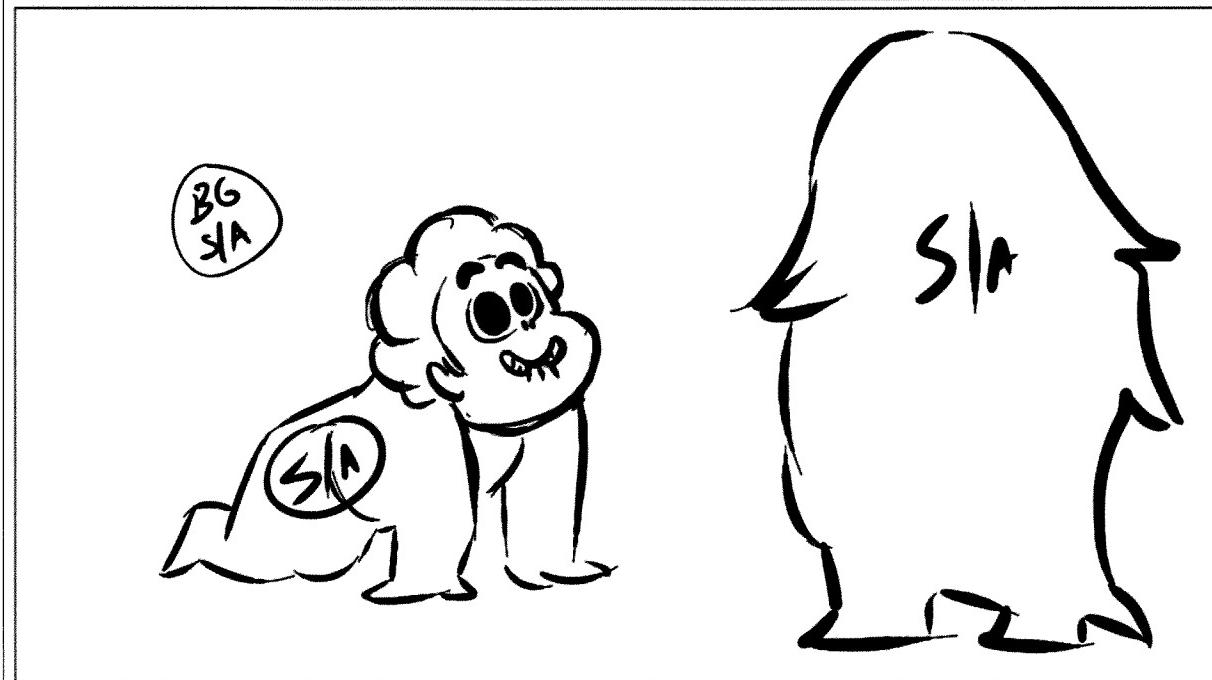
H.U. Steven to previous scene.

1020.011

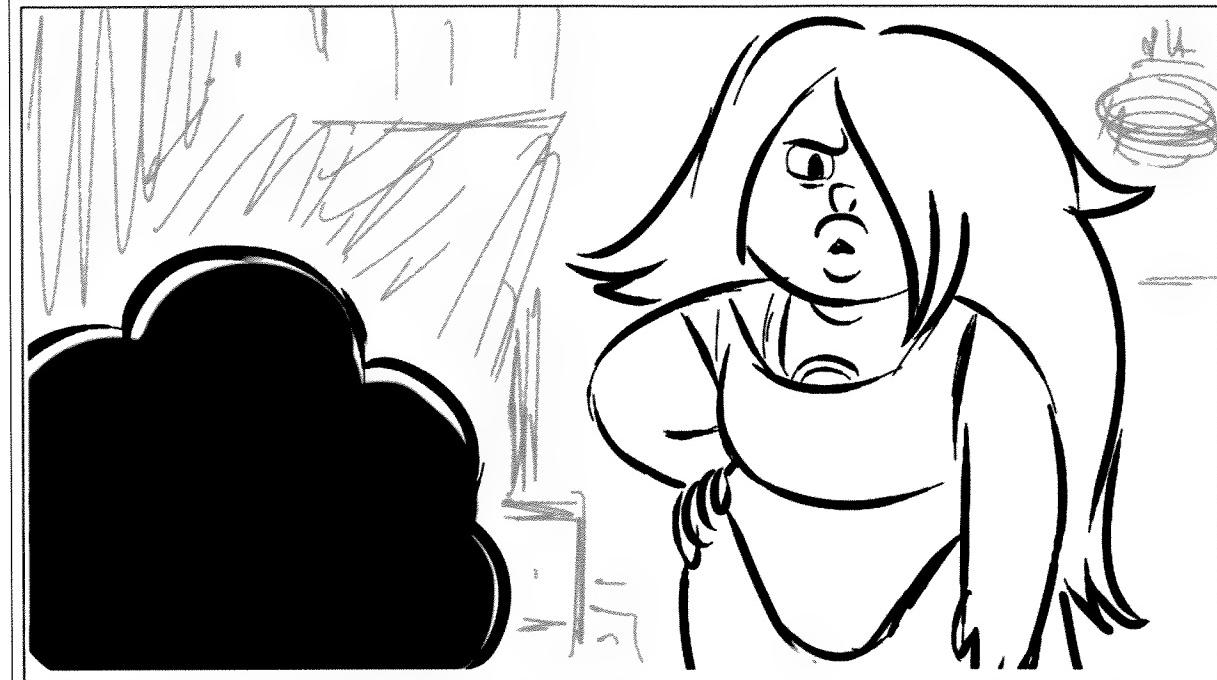
JUL 09 2011

1020.011

Scene 48 Panel *cont* 3



Scene 49 Panel 1



Slugging 0.15

Action Notes  
Hold on Amethyst looking at Steven.  
Slugging 1.01

JUL 09 2013

1020.011

1020.011

1020.011

Scene 49 Panel 2  
cont



Scene 49 Panel 3  
cont



1020.011

Dialog  
AMETHYST: C'MERE.

Action Notes  
Amethyst hand repeatedly wave. (cycle x3)

Slugging  
Panels 2 + 3 = 1.08

1020.011

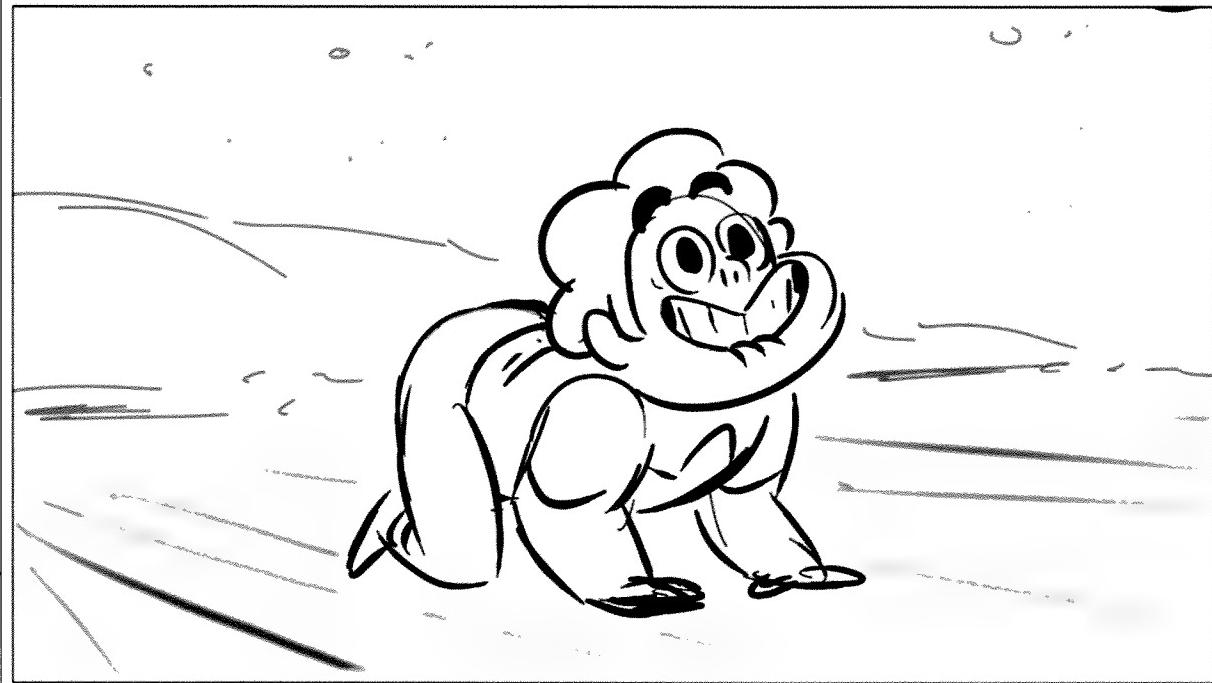
Dialog  
AMETHYST: C'MERE.

Action Notes  
Amethyst hand repeatedly wave.

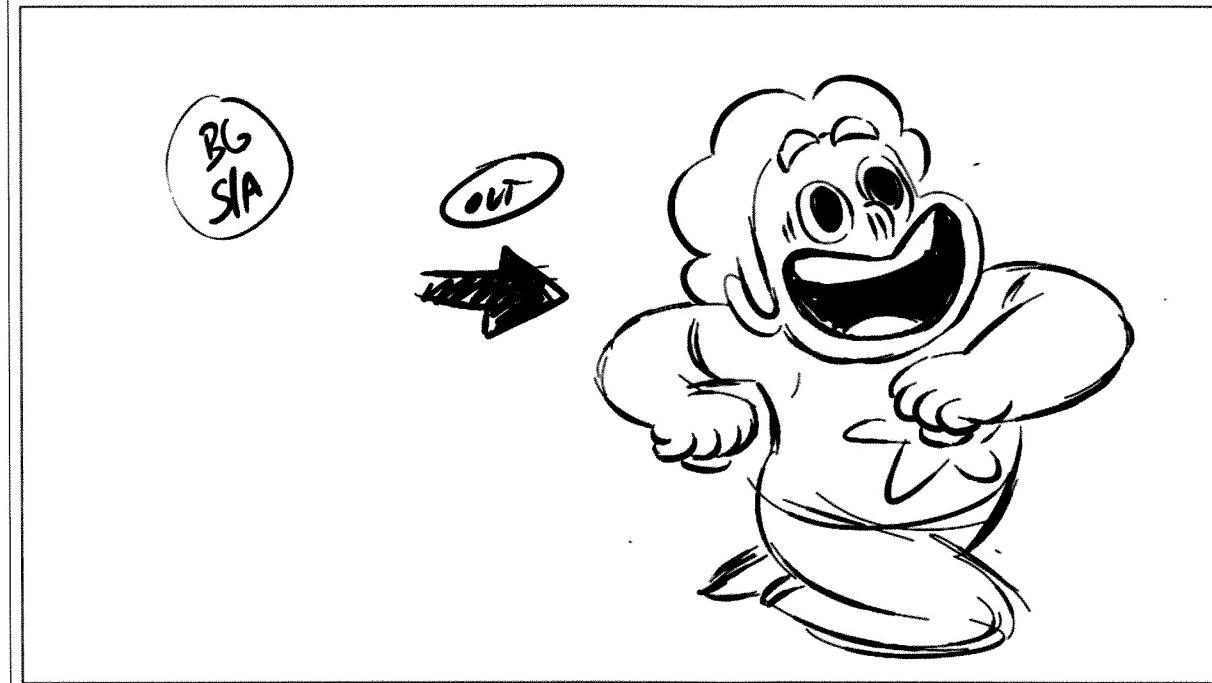
JUL 09 2013

1020.011

Scene 50 Panel 1



Scene 50 Panel 2 cont



1020-011

Slugging  
0.09



Dialog  
AMETHYST (os): LET ME EXPLAIN...

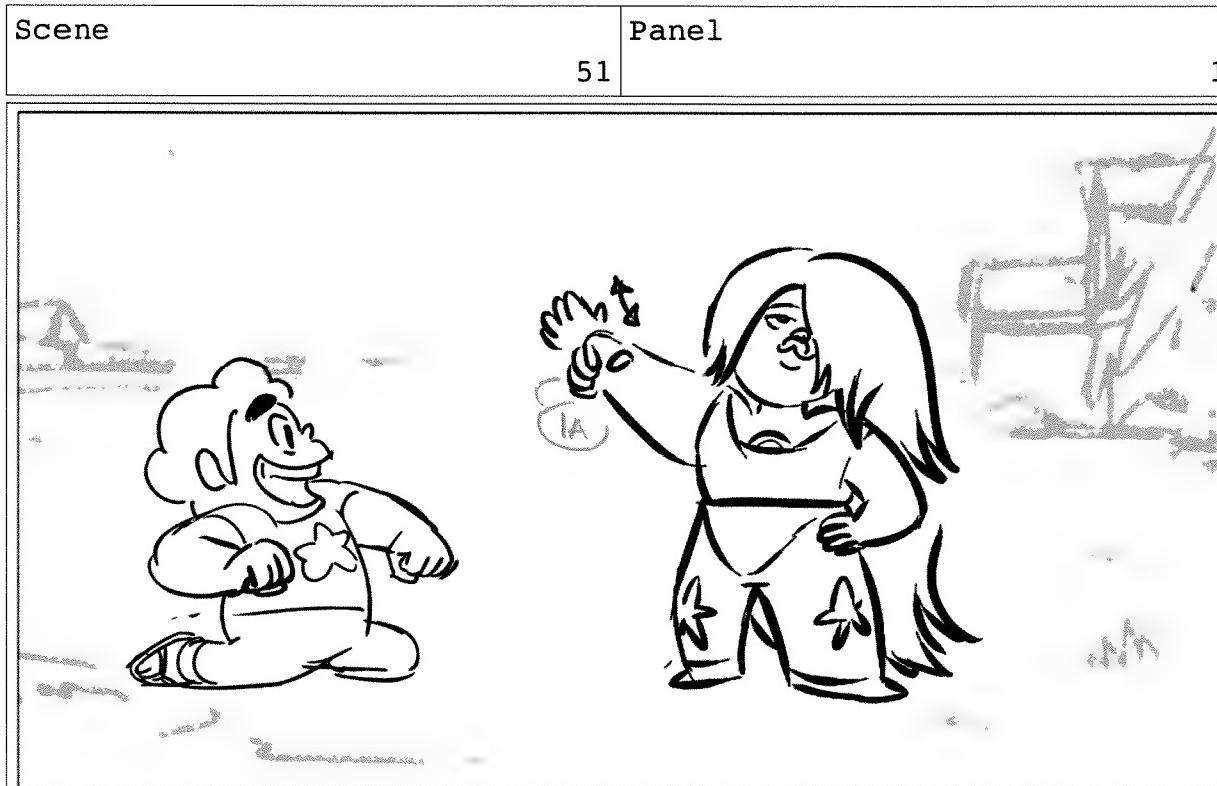
Action Notes  
Steven scoots forward on his knees.  
Steven OUT.

Slugging  
1.02

JUL 05

1020-011

1020-011



1020 . 011

**Dialog**  
AMETHYST: ...SOMETHING TO YOU.

**Action Notes**  
Amethyst beckons Steven, hand repeated wave / Steven continues scoot forward.

**Slugging**  
Panels 1 + 2 = 1.06



**Dialog**  
AMETHYST: ...SOMETHING TO YOU.

**Action Notes**  
Amethyst beckons Steven, hand repeated wave / Steven continues scoot forward.

**Slugging**  
0.12

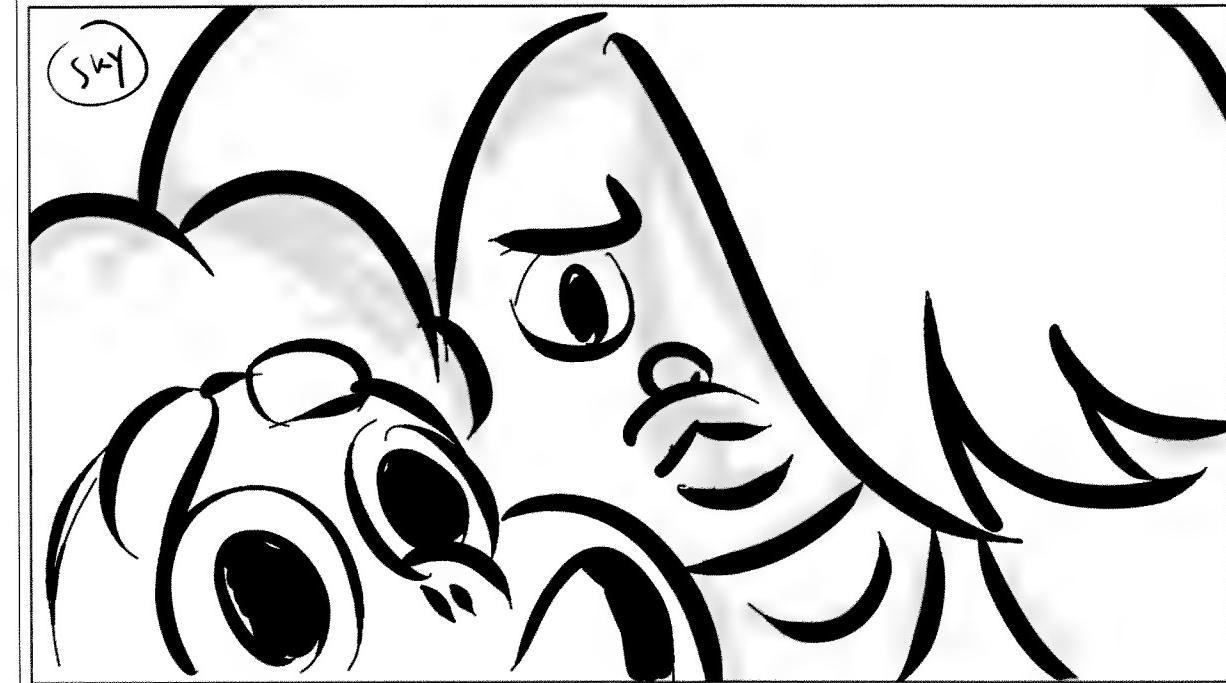
JUL 09 2013

1020 . 011

Scene 51 Panel 3  
51 *cont*



Scene 52 Panel 1  
52



Slugging 0.12

Action Notes  
Camera cut in close.  
Slugging 0.04

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1020.011

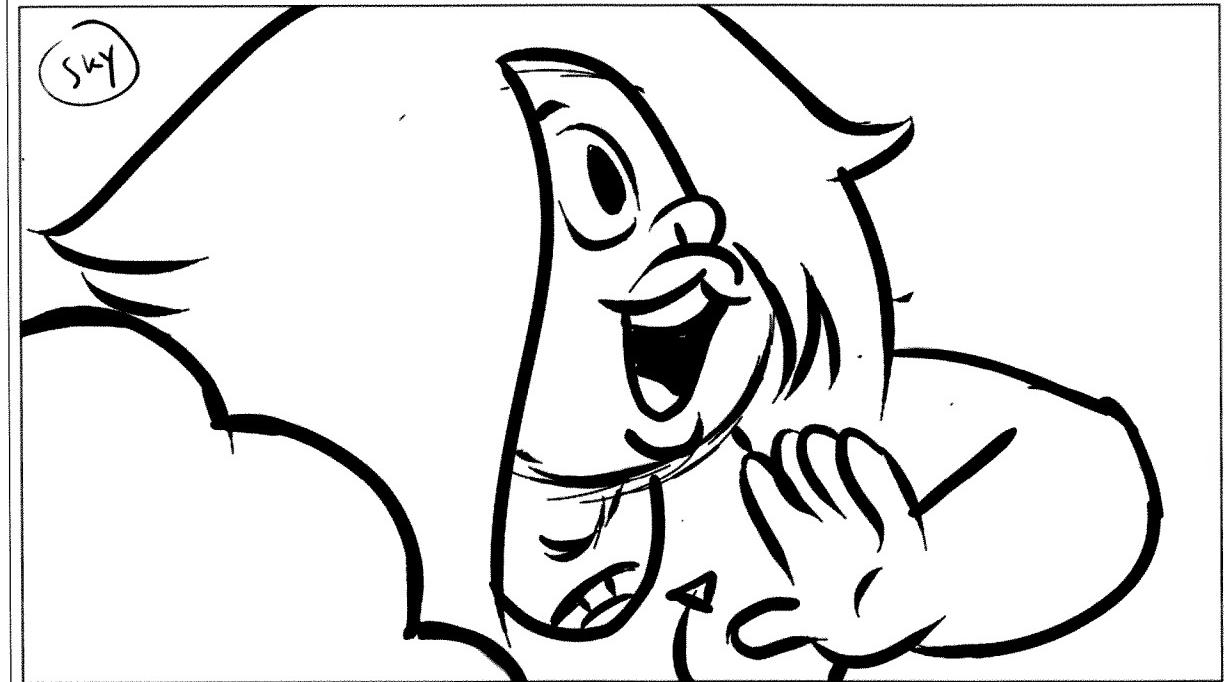
1020.011

1020.011

Scene 52 Panel 2  
52 cont



Scene 52 Panel 3  
52 cont



Dialog  
AMETHYST: IN THE RING,

Action Notes  
Steven turns his head towards Amethyst.

Slugging  
1.07

Dialog  
AMETHYST: NOBODY CAN TELL ME WHAT TO DO!

Action Notes  
Amethyst arm stretch out from 1 to 2.

Slugging  
Panels 3 + 4 = 2.13

JUL 09 2010

1020.011

1020.011

Scene 52 Panel 1  
cont

4



Scene 52 Panel 2  
cont

5



1020.011

Dialog

AMETHYST: NOBODY CAN TELL ME WHAT TO DO!

Action Notes

Amethyst arm stretch out from 1 to 2.

Dialog

AMETHYST: AND IF THEY TRY,

Slugging

1.08

JUL 09 2015

1020.011

1020.011

Scene 52 Panel 6  
52 *CONT*



Scene 53 Panel 1



1020.011

Dialog  
AMETHYST: I HIT 'UM IN THE FACE WITH A CHAIR!

Slugging  
3.01

Dialog  
AMETHYST (os): (\*EVIL VOICE) HA HA HA...

Slugging  
2.00

JUL 09 2011

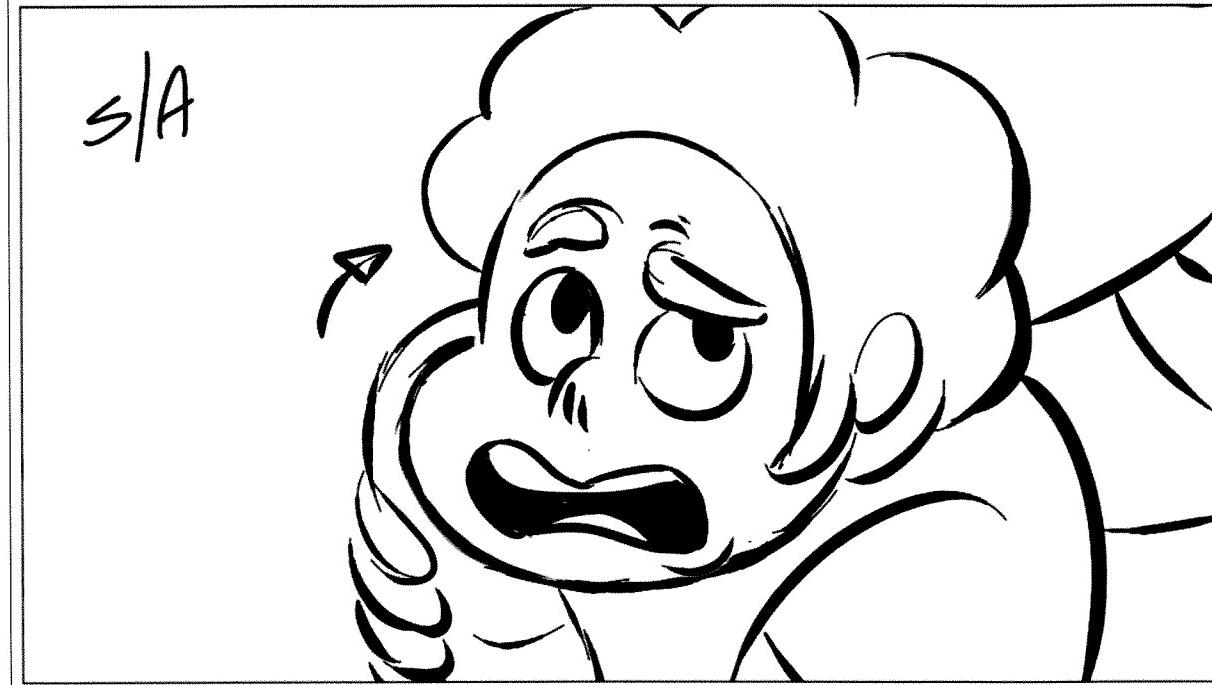
1020.011

1020.011

Scene 53 Panel 2  
53 cont



Scene 53 Panel 3  
53 cont



1020 . 011

Dialog  
STEVEN: AND PEOPLE...

Slugging  
1.13

Dialog  
STEVEN: ...LIKE THAT?

Slugging  
1.11

JUL 09 2013

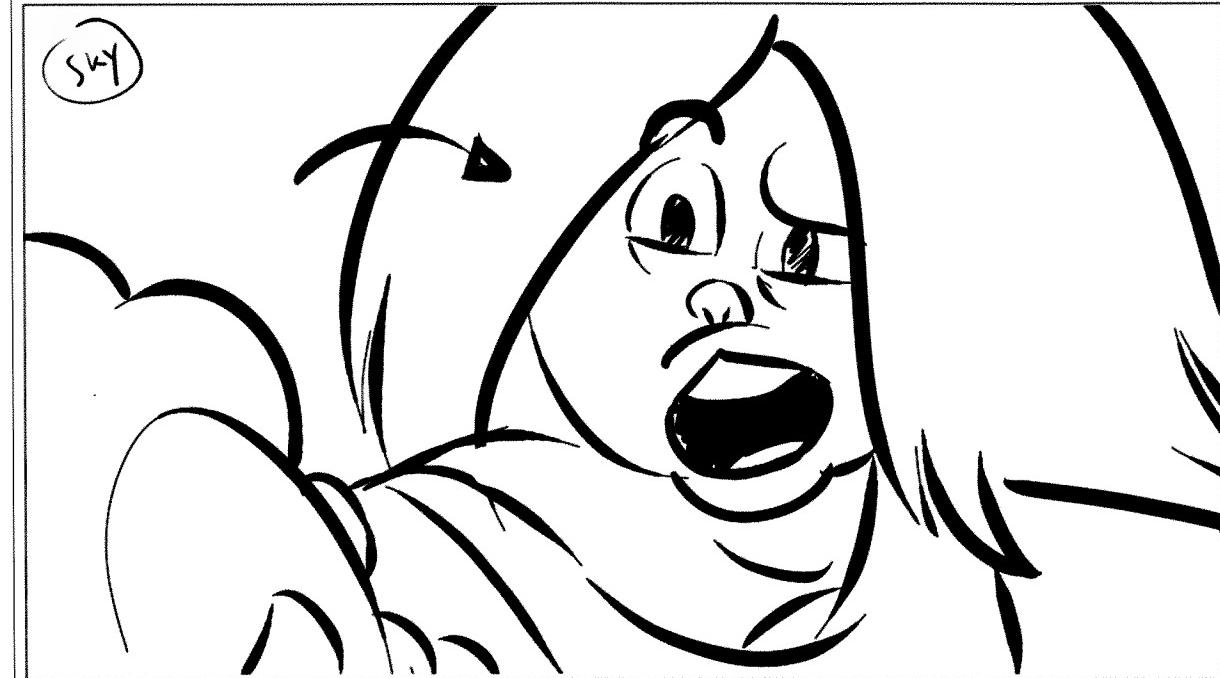
1020 - 011

1020 . 011

Scene 54 Panel 1



Scene 54 Panel 2



Dialog  
AMETHYST: LIKE IT?

Action Notes  
START POSE

Slugging  
Panels 1 + 2 = 1.09

Dialog  
AMETHYST: LIKE IT?

JUL 09 2011

1020-011

Scene 55 Panel 1



1020.011

Dialog

AMETHYST: THEY LOVE IT!

Slugging

3.00

Notes

H.U. Amethyst to previous scene.

Scene 55 Panel 2  
*cont*



1020.011

Dialog

AMETHYST: WELL--- THEY HATE IT.

Slugging

2.04

JUL 09 2013

1020.011

Scene 55 Panel *cont* 3



Scene 55 Panel *cont* 4



1020 . 011

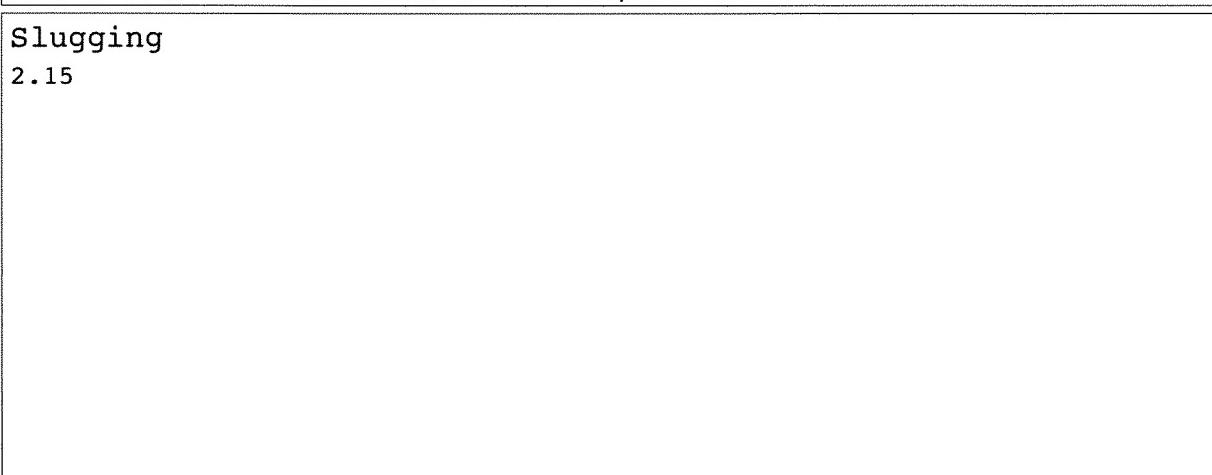
1020 . 011

Dialog

AMETHYST: BUT IT'S ALL PART OF THE FUN, YOU KNOW?

Slugging

2.15



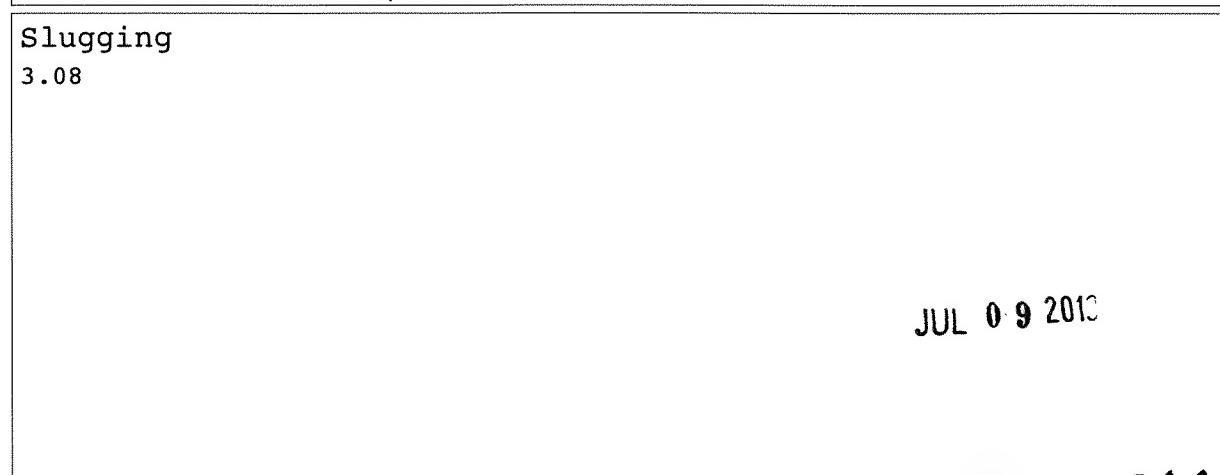
1020 . 011

Dialog

AMETHYST: EVERYONE HERE,... GETS THAT!

Slugging

3.08



JUL 09 2013

1020 . 011



1020.011

#### Dialog

AMETHYST: GAH! (grrrr)

#### Action Notes

amethyst growls.

#### Slugging

Panels 5 + 6 = 7.13

1020.011

JUL 09 2013

1020.011



Action Notes  
START POSE  
  
Slugging  
Panels 1 + 2 = 2.10  
  
Notes  
H.U. Steven to previous scene.

1020 . 011

Dialog  
STEVEN: ARE YOU KIDDING ME?!

Action Notes  
STEVEN stands

1020 . 011

JUL 09 2012

Scene 56 Panel *cont* 3



1020 . 011

**Dialog**

STEVEN: (\*AS PEARL) OH STEVEN! I TOLD YOU BEFORE NOT TO TAKE PEANUT BUTTER ON MISSIONS!

**Slugging**

5.14



Scene 56 Panel *cont* 4



1020 . 011

**Dialog**

STEVEN: (\*AS GARNET) I'M NOT GOING TO SAY ANYTHING BUT I EXPECT YOU TO UNDERSTAND THAT THAT WAS WRONG.

**Action Notes**

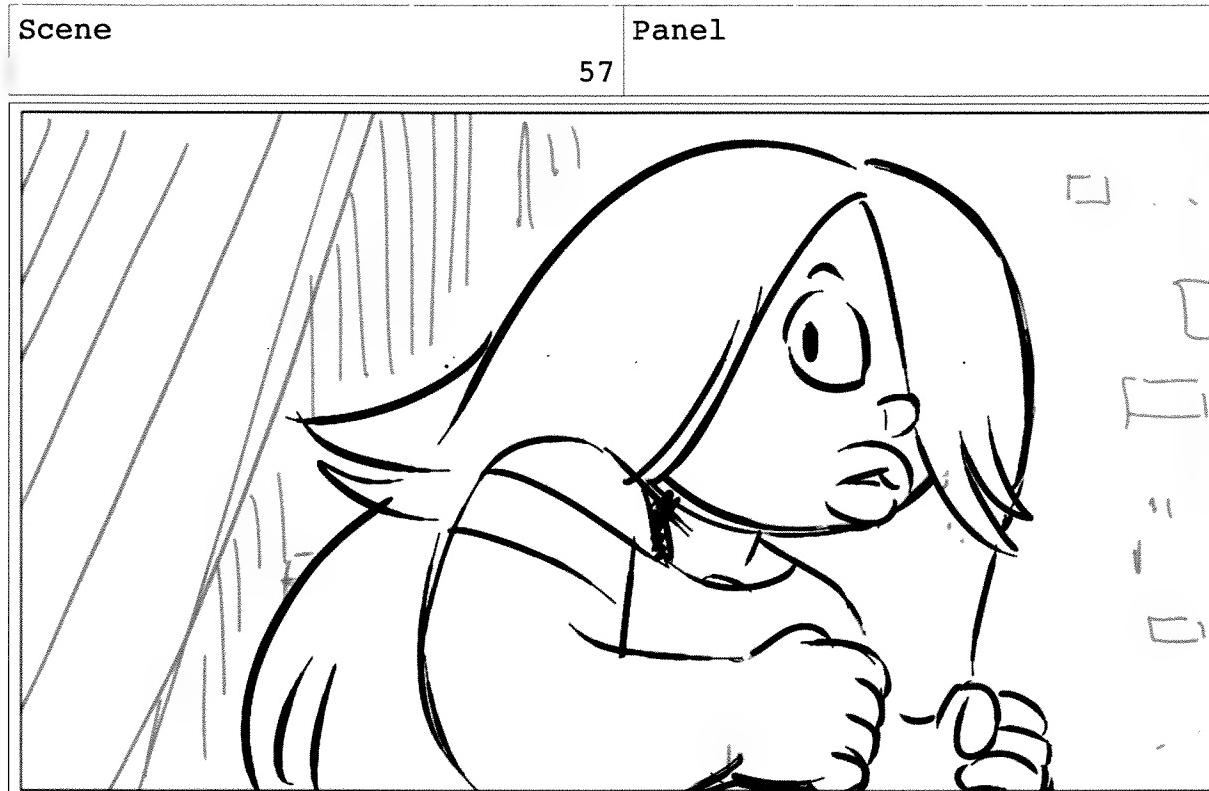
Steven imitates GArnet.

**Slugging**

7.15



1020 . 011



1020.011  
Action Notes

-SP-

Slugging

0.04

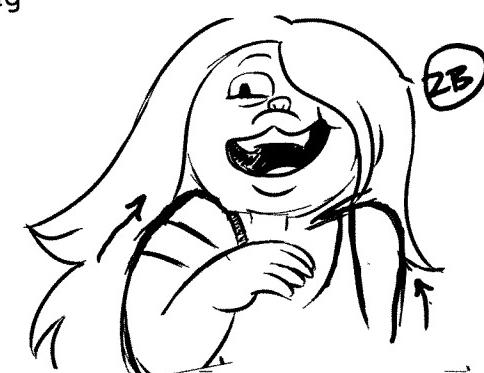


Dialog

AMETHYST: HA HA THAT PEANUT BUTTER GOT EVERYWHERE!

Slugging

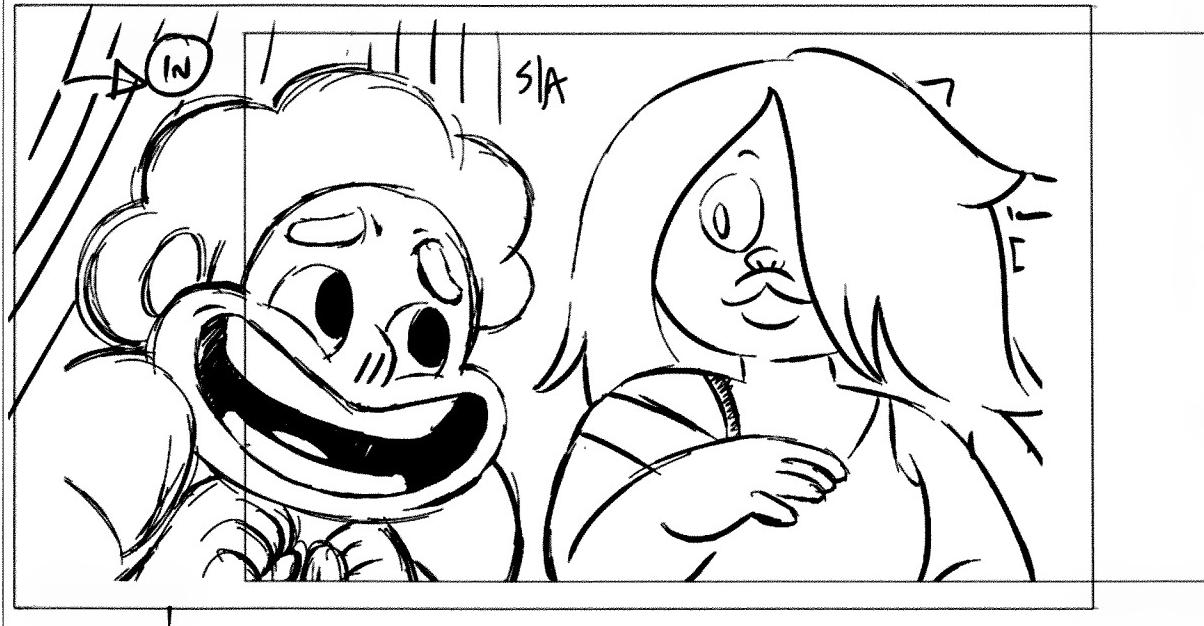
4.09



JUL 09 LU.

1020.011

Scene 57 Panel 3  
*cont*



Dialog  
STEVEN: LET ME BE A WRESTLER WITH YOU!

Action Notes  
Camera ADJ for Steven IN.

Slugging  
2.09  
ADJ then HOLD.

Scene 57 Panel 4  
*cont*



Dialog  
STEVEN: I'M SO STIFLED!

Slugging  
2.11

JUL 09 2011

1020-011

1020-011



Dialog

AMETHYST: WELL, I HAVEN'T WON THE TAG TEAM BELT YET...

Slugging

4.09



Dialog

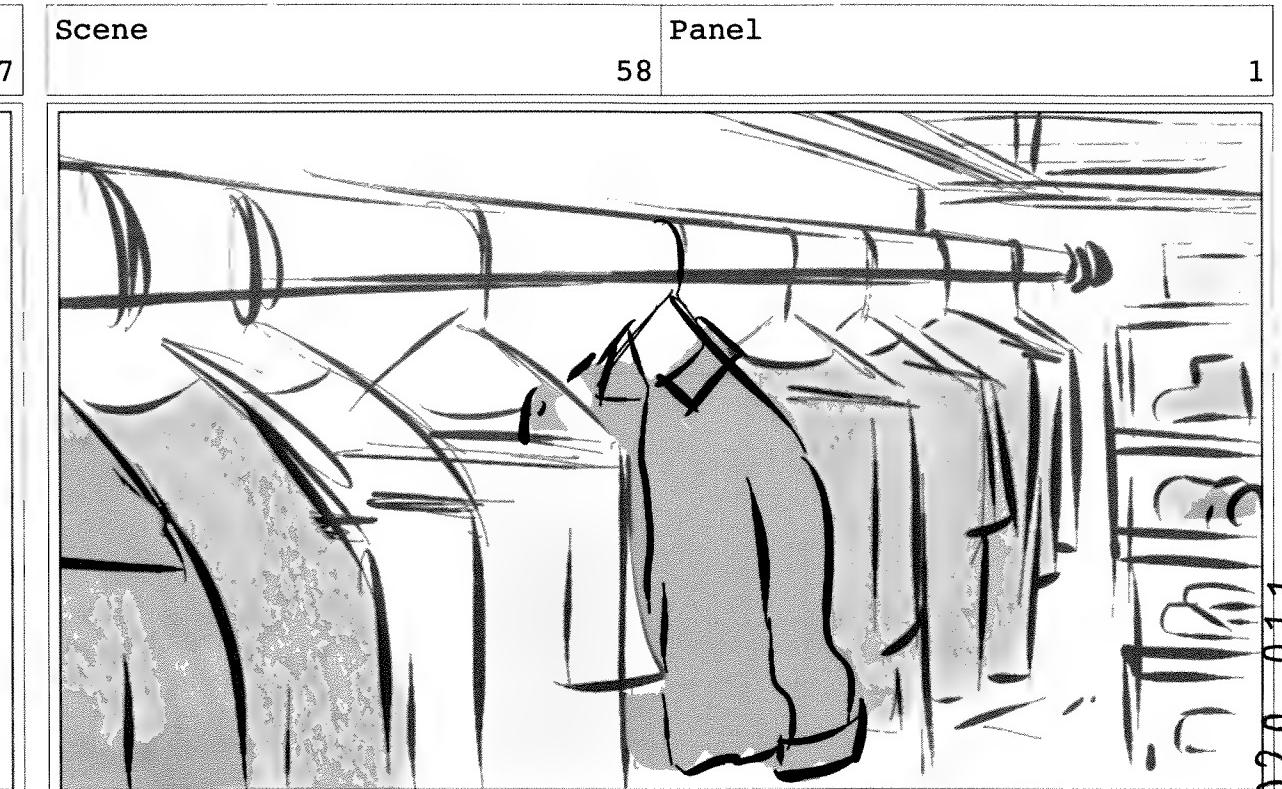
AMETHYST: BUT YOU CAN'T TELL PEARL AND GARNET!!

Slugging

2.10

JUL 09 2013

1020.011



1020.011

Dialog  
STEVEN: DEAL!

Slugging  
1.07

Action Notes  
Closet full of pink shirts.

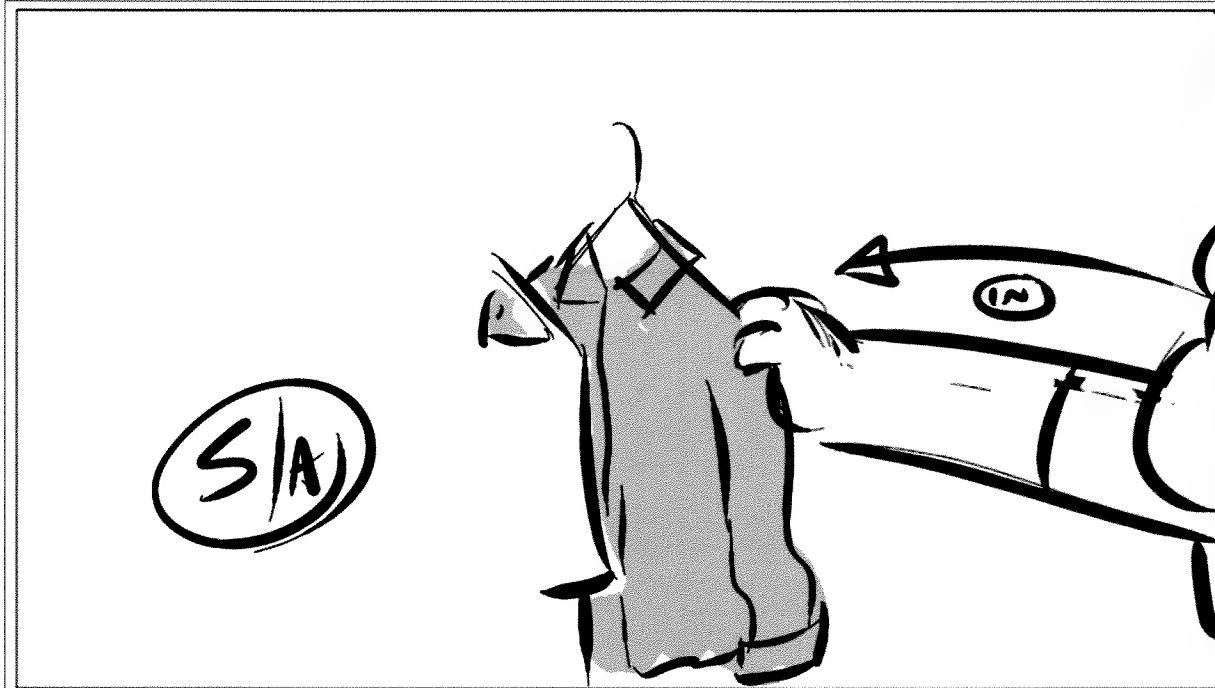
Slugging  
0.10

JUL 09 2013

1020.011

NO SC  
59

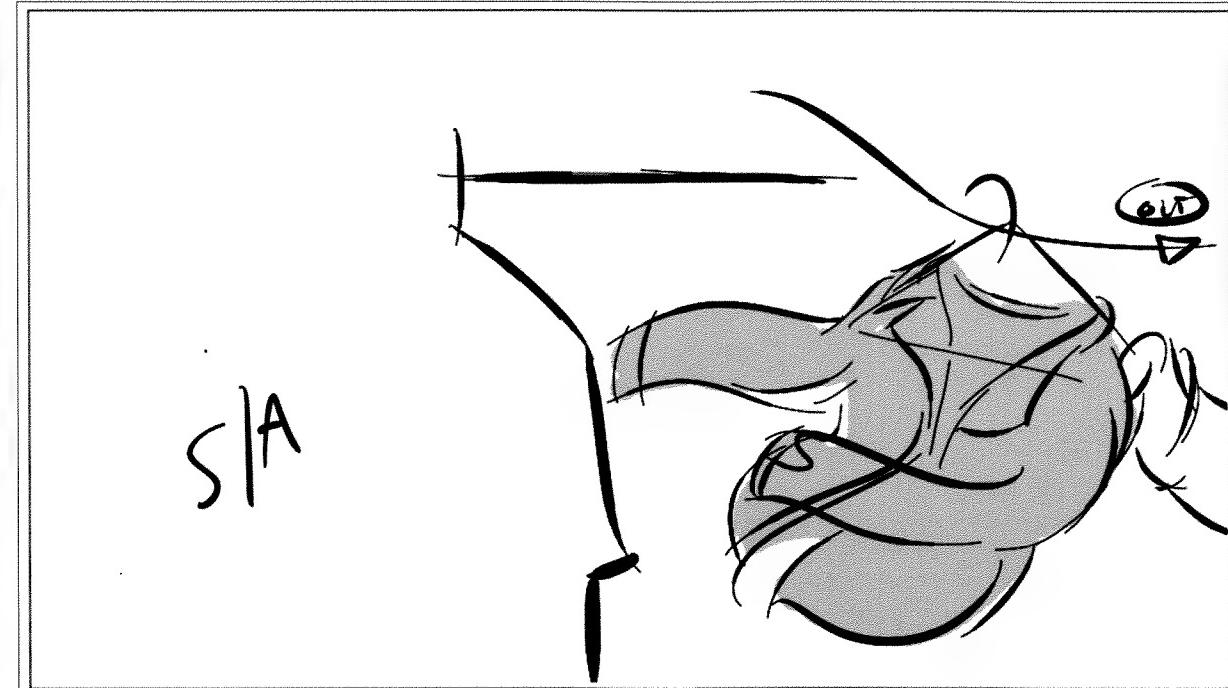
Scene 58 Panel 58 **CONT** 2



Action Notes  
Steven hand IN

Slugging  
0.04

Scene 58 Panel 58 **CONT** 3.



Action Notes  
Pulls out shirt.

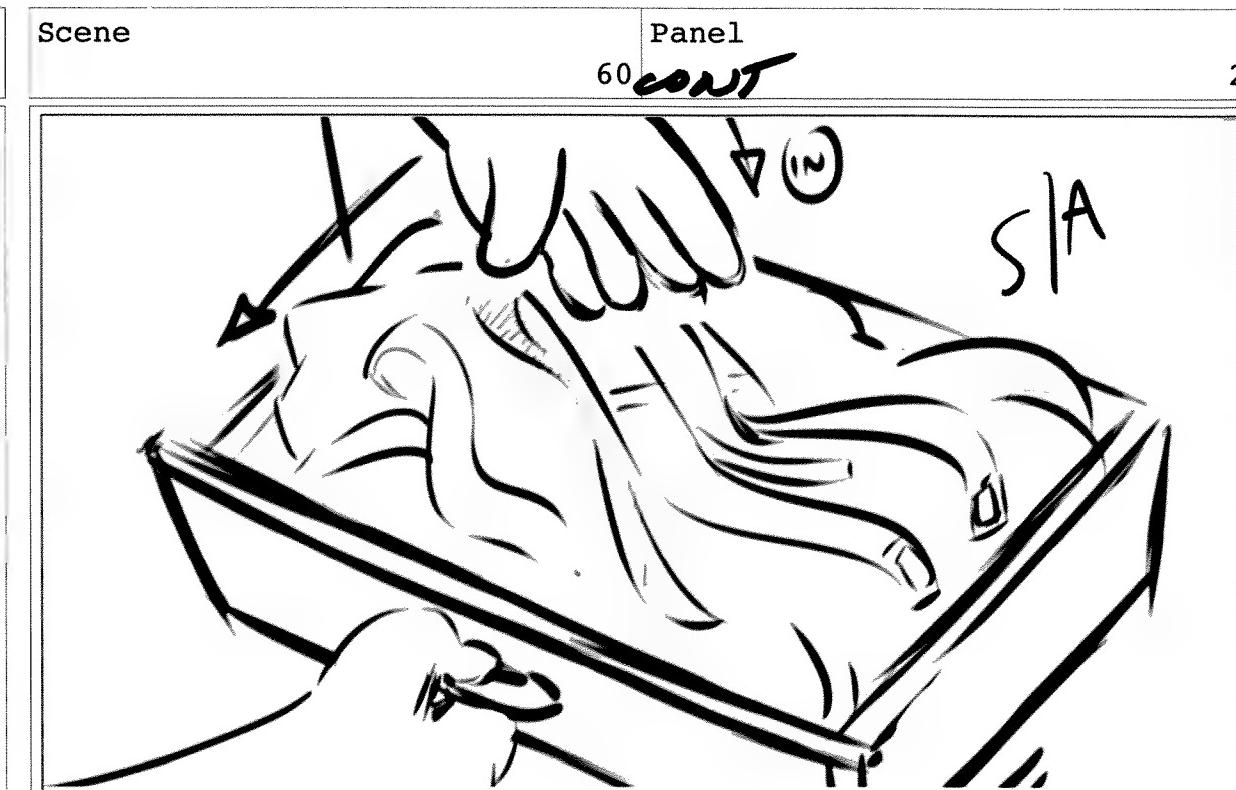
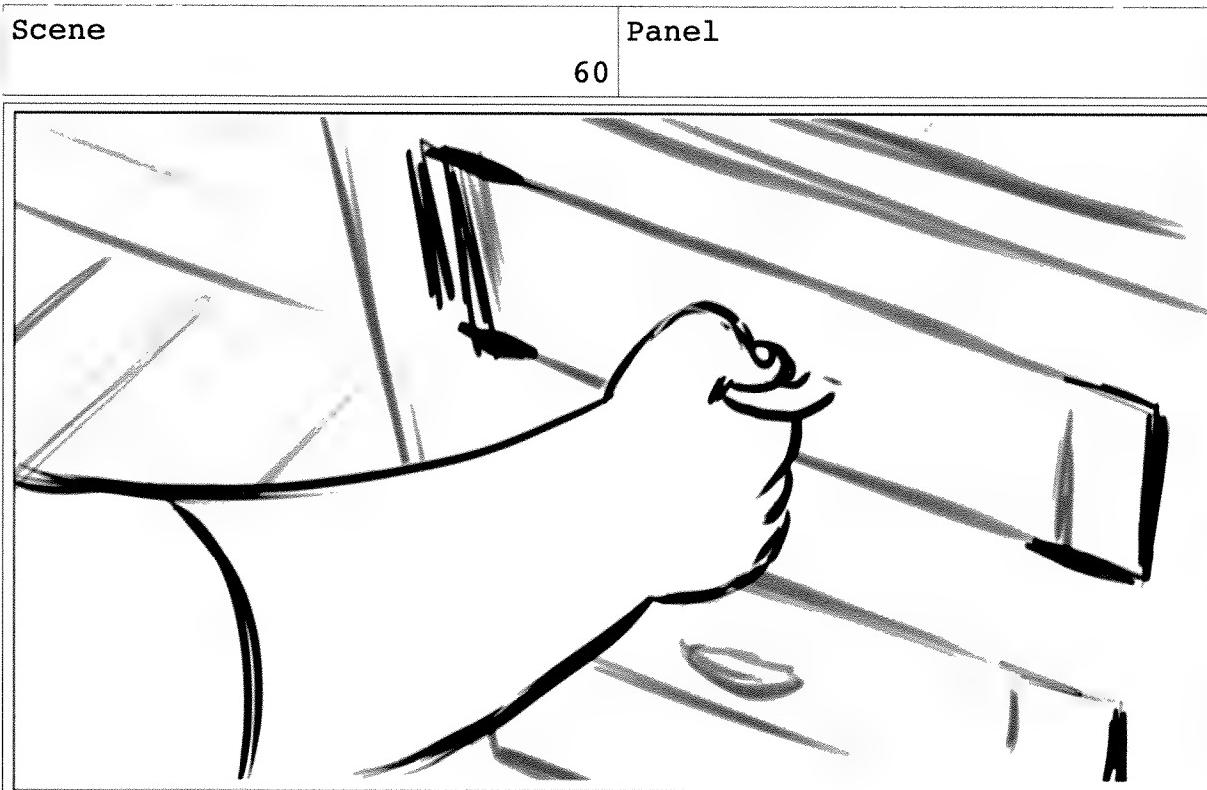
Slugging  
0.09

JUL 09 2013

1020.011

1020.011

1020.011



Action Notes  
Steven's hand on drawer.

Slugging  
0.06

SC. NO.  
SC. 59

Action Notes  
Steven hand IN.

Slugging  
0.05

JUL 09 2012

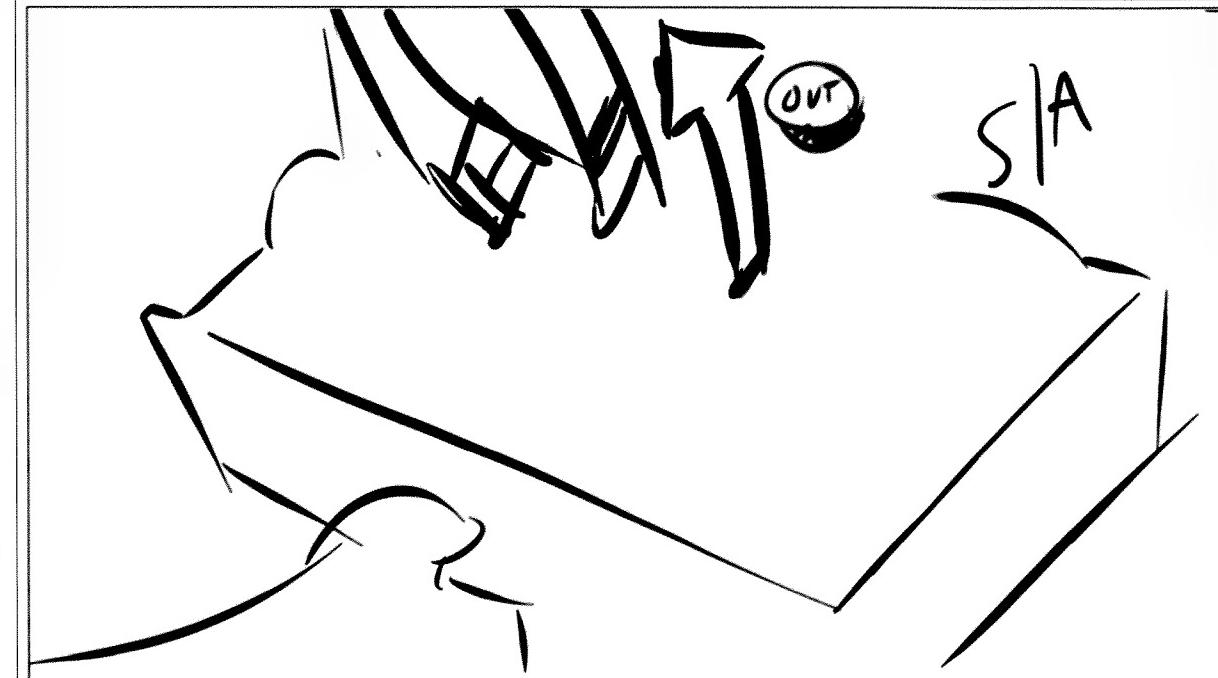
1020.011

1020.011

Scene 60 Panel **cont** 3



Scene 60 Panel **cont** 4



Action Notes

Steven grabs suspenders.

Slugging

0.05

Slugging

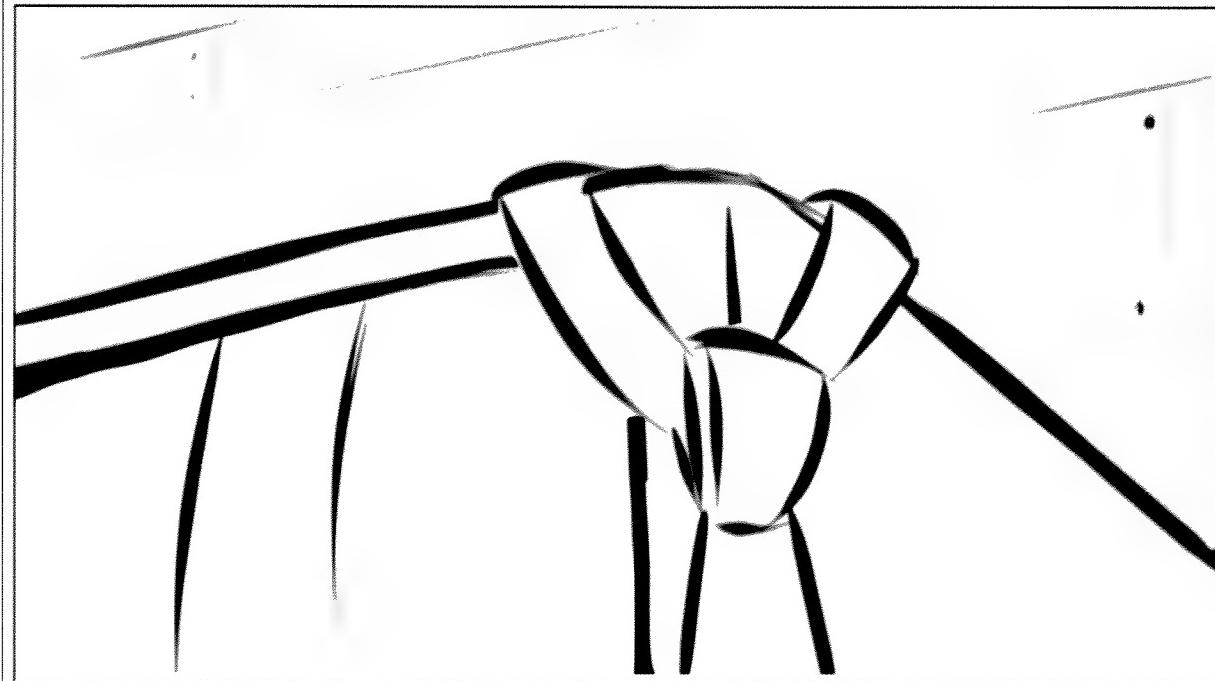
0.08

JUL 09 2013

1020.011

1020.011

Scene 61 Panel 1



Action Notes  
Cut to tie hanging on TV.

Slugging  
0.05

Scene 61 Panel 2 cont



Action Notes  
Steven hand IN.

Slugging  
0.05

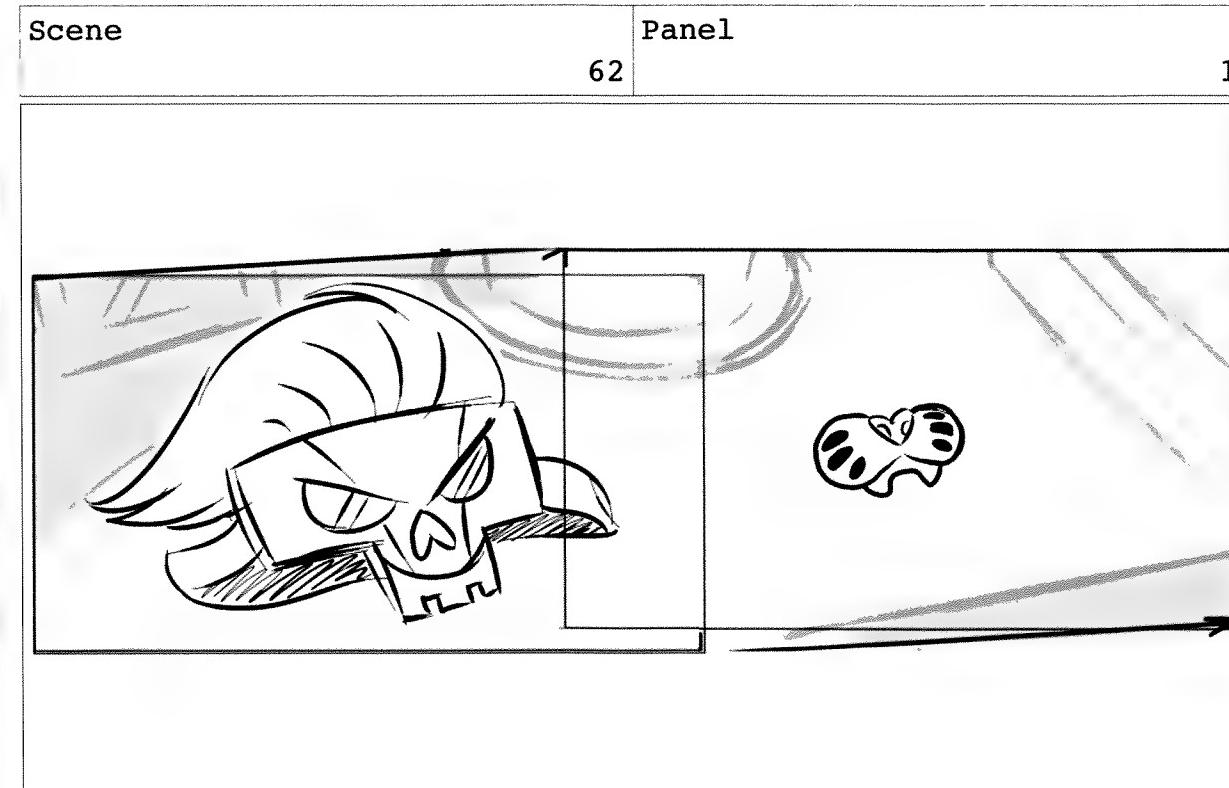
JUL 09 2011

1020.011



Action Notes  
Grab tie - OUT.

Slugging  
0.09



Action Notes  
Hold on scary mask - pan over to cute tiger nose mask.

Slugging  
HOLD: 0.15  
Then ADJ: 0.12  
Then HOLD: 0.14

JUL 09 2013

1020.011



Action Notes  
Steven looking very intense

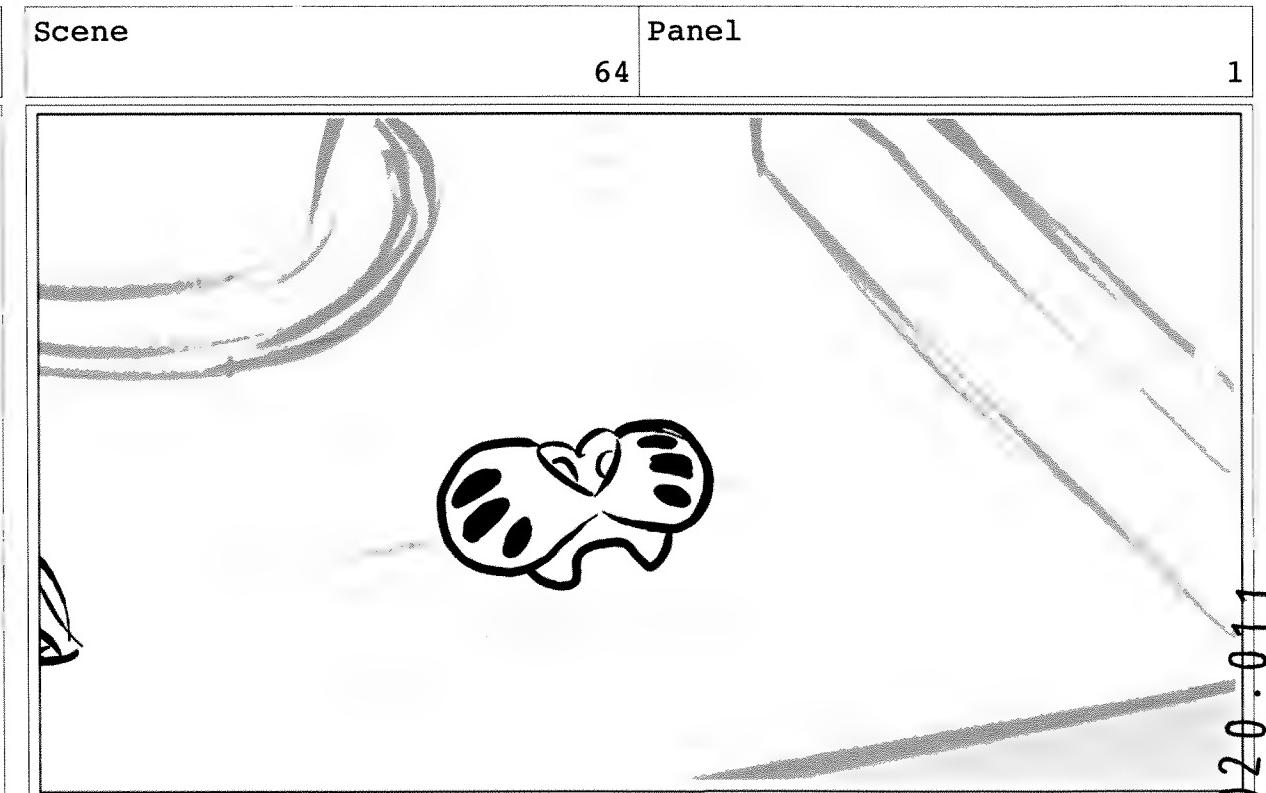


Action Notes  
Push in on Steven.

Slugging  
ADJ: 0.07  
Then HOLD: 1.02

JUL 09 2010

1020.011



Action Notes

Steven's head goes up, hand goes down.

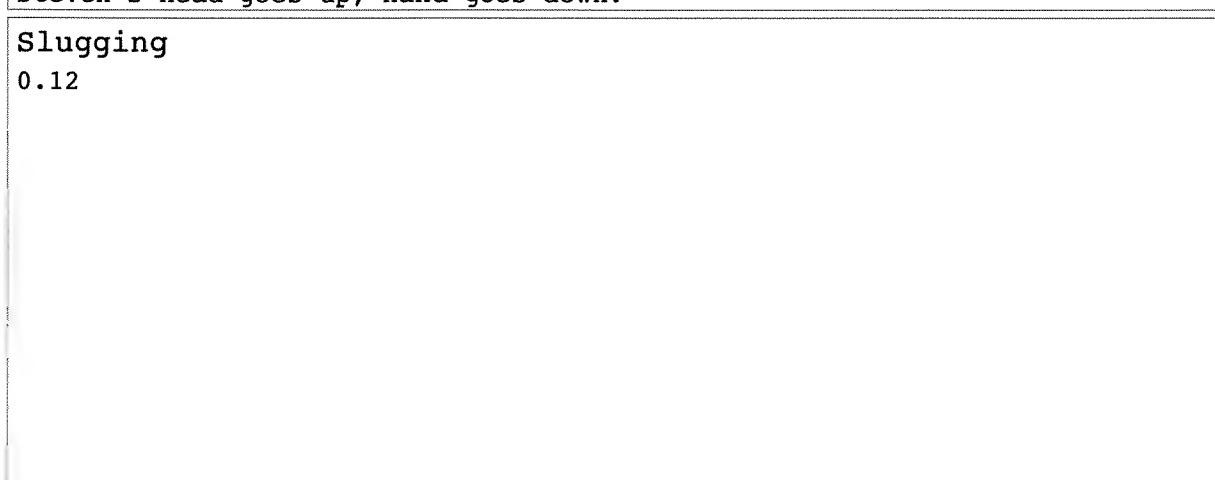
Slugging

0.12

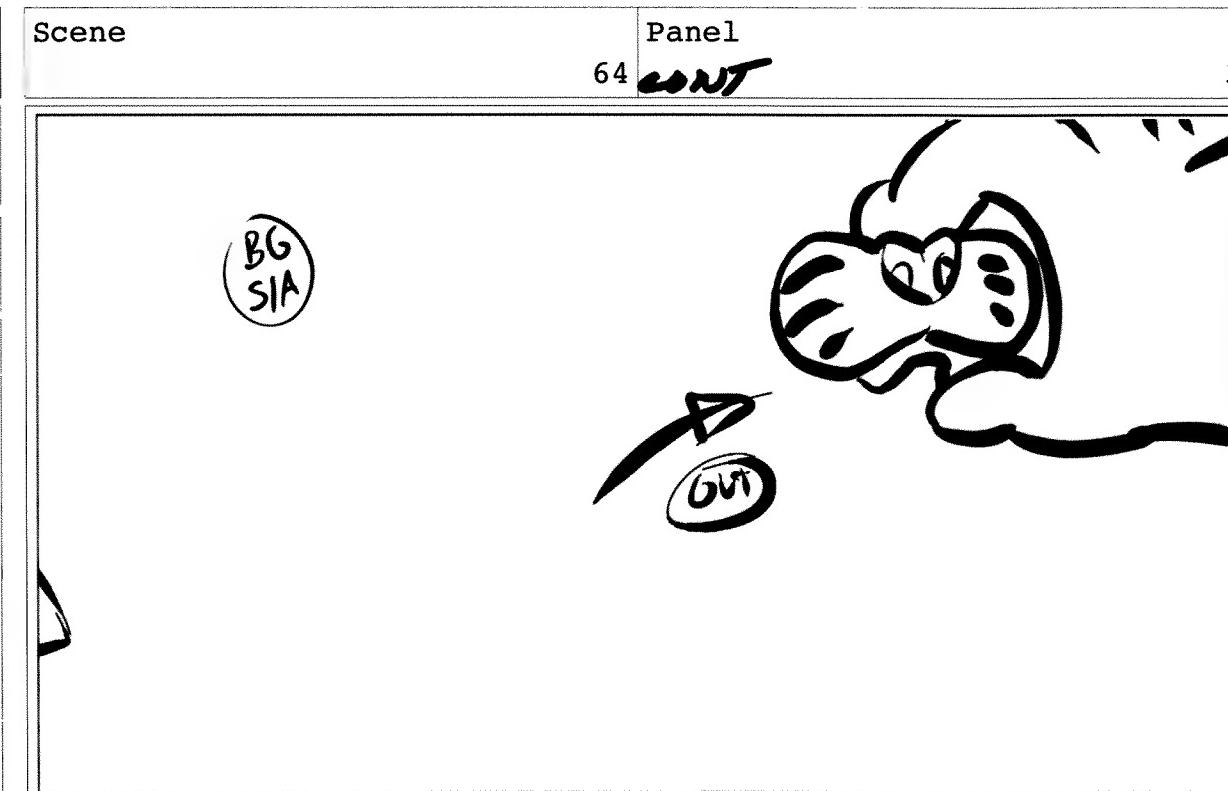
Slugging

0.07

JUL 09 2013



1020-011



Action Notes  
Steven hand IN.

Slugging  
0.06

Action Notes  
Steven's hand pulls OUT of screen.

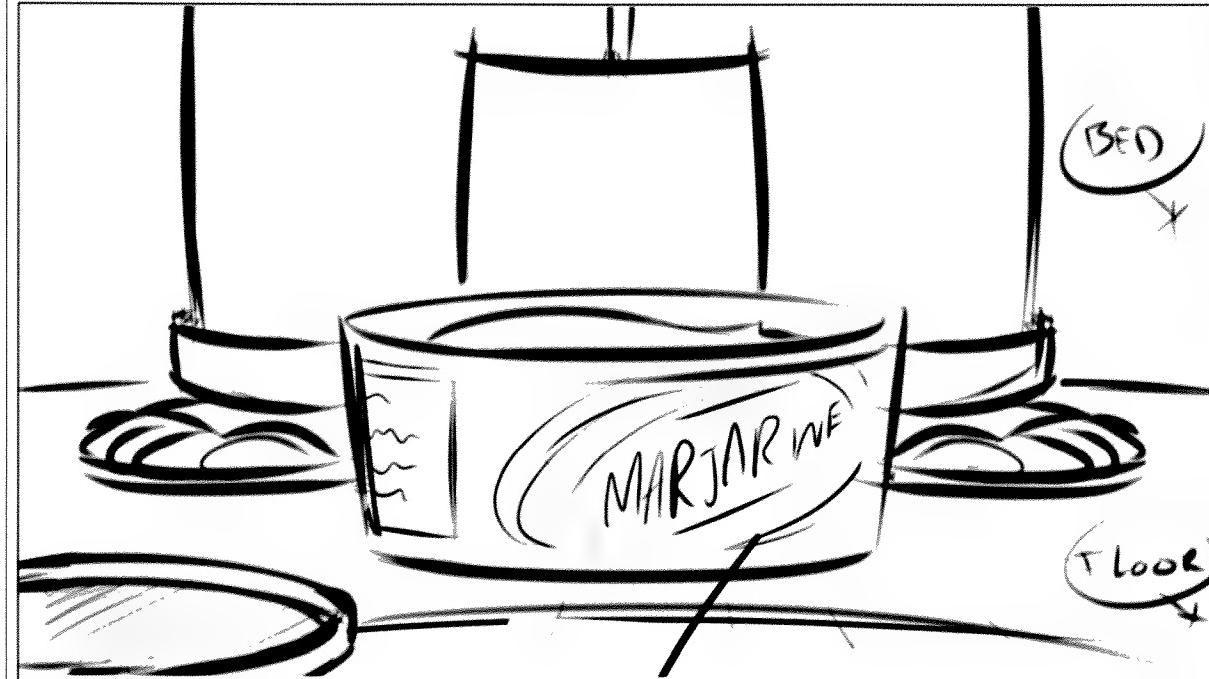
Slugging  
0.10

JUL 09 2013

1020.011

1020.011

Scene 65 Panel 1



Scene 65 Panel 2 *cont*



Action Notes

Steven stands over bucket of marjorine.

Slugging

0.10

Action Notes

Scoops out a handful.

Slugging

0.11

JUL 09 2011

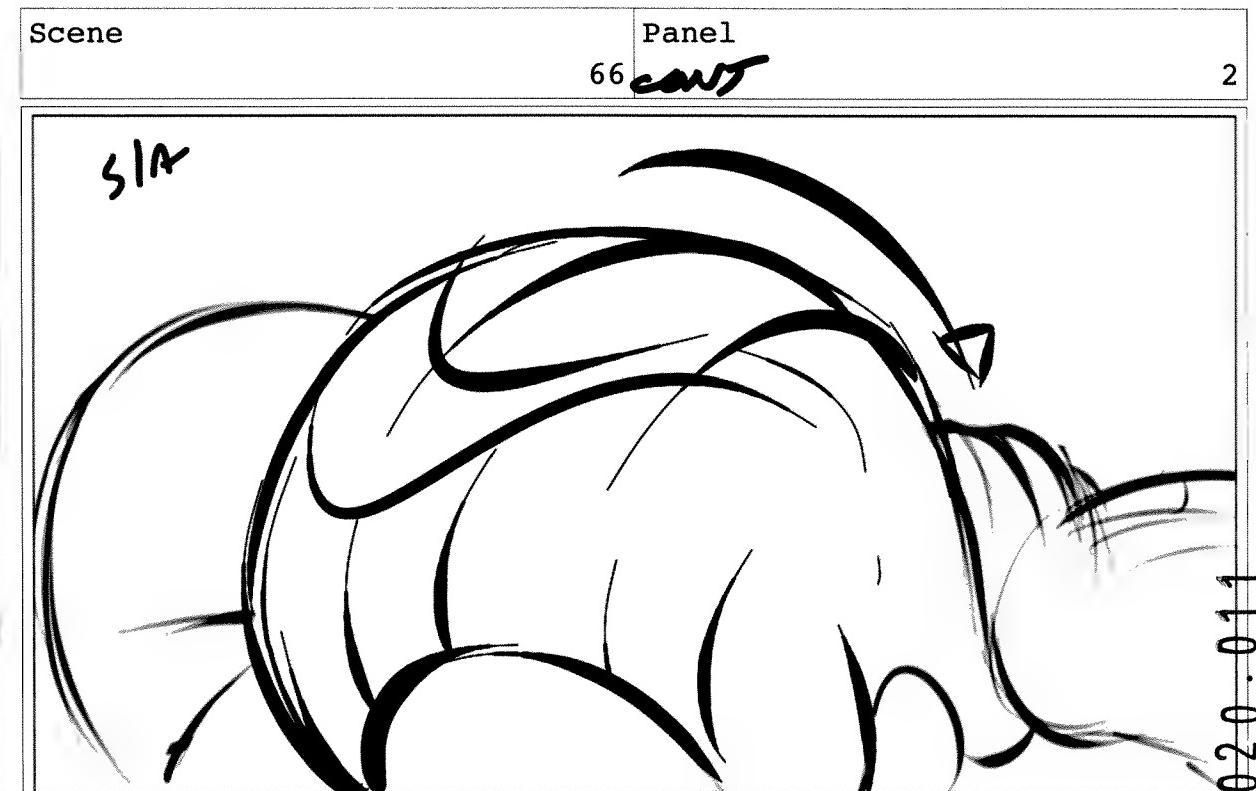
1020.011

1020.011



Action Notes  
Steven smoothes his hair down.

Slugging  
0.05



Action Notes  
Leaving it sleek, flat and shiny.

Slugging  
0.07

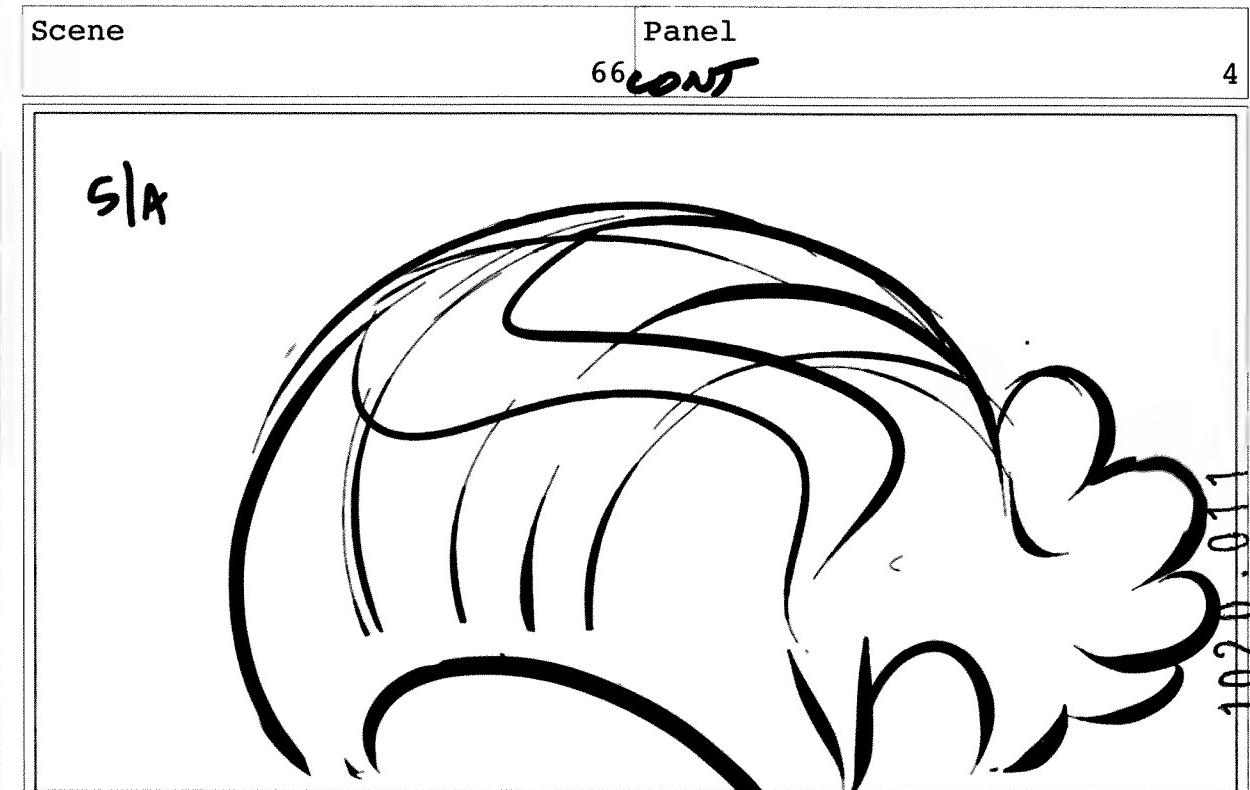
JUL 09 2013

1020.011



Action Notes  
Steven hands OUT.

Slugging  
0.04

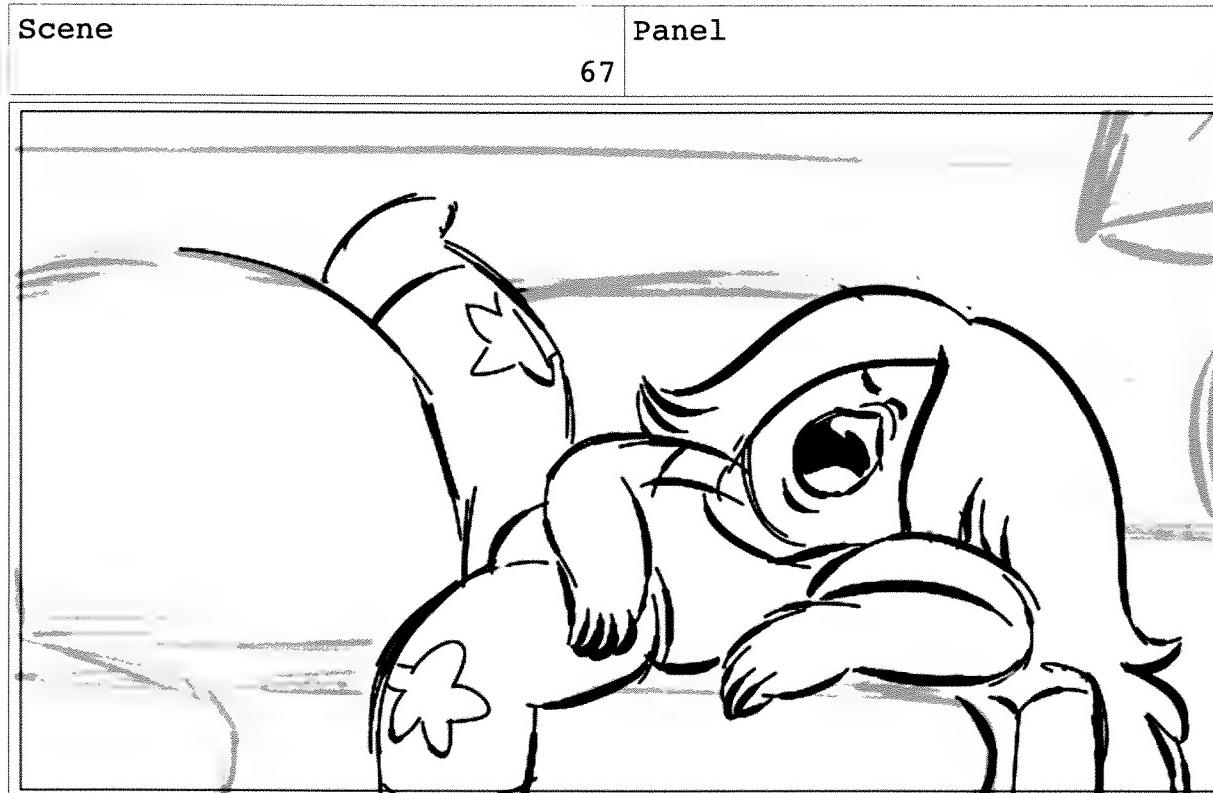


Action Notes  
Sparkles, "Classy"

Slugging  
1.01

1020.011

09 2013



Dialog  
AMETHYST: <SNORING>

Action Notes  
Cycle poses 1 - 1A - 1 - 1A

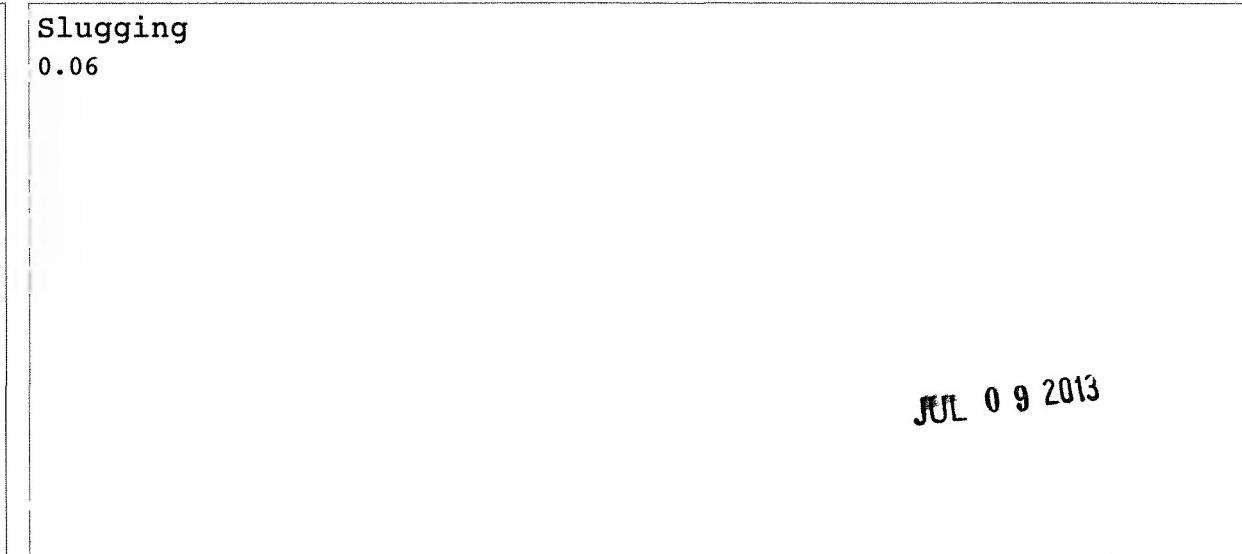
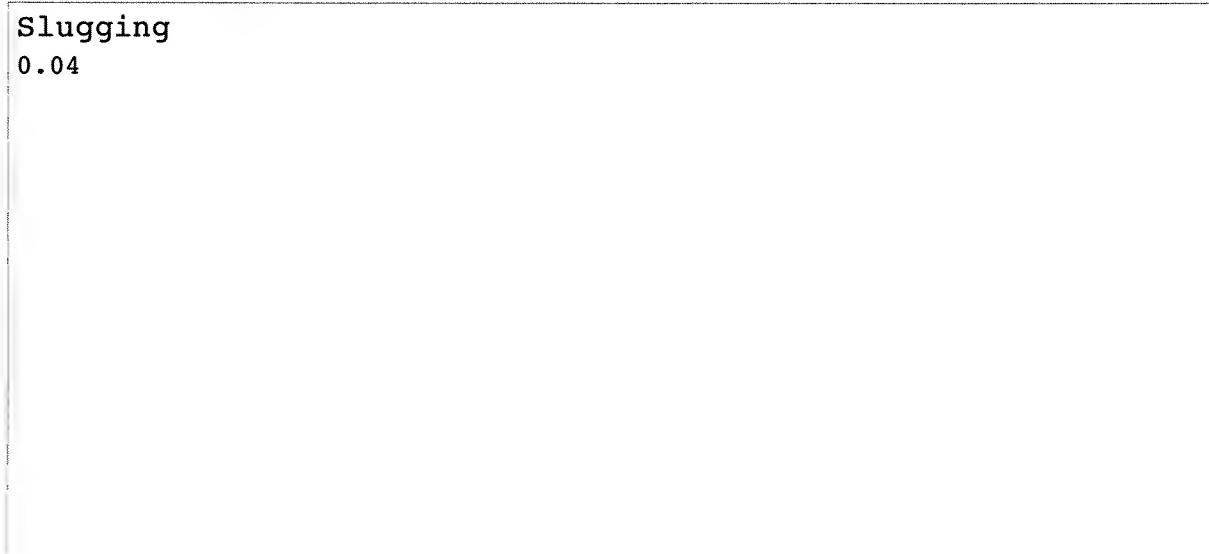
Slugging  
2.08



Slugging  
0.03

JUL 09 2013

1020.011





1020.011

Dialog

STEVEN (os): ARE YOU READY?!

Slugging

2.05

Slugging

Panels 1 + 2 = 0.07

Notes

(MADE) H.U. Amethyst to previous scene.

JUL 09 201

1020.011

1020.011

Scene 68 **cont** Panel 2



Scene 68 **cont** Panel 3



1020-011

1020-011

Dialog  
STEVEN: PRESENTING!

Slugging  
0.11

JUL 09 2013

1020-011

Scene 68 **CONT** Panel 4



Scene 68 **CONT** Panel 5



Action Notes

Steven lands on cushion. Feathers fly out of cushion.

Slugging

1.07

Dialog

STEVEN: TIGER MILLIONAIRE...

Action Notes

Feathers land on floor.

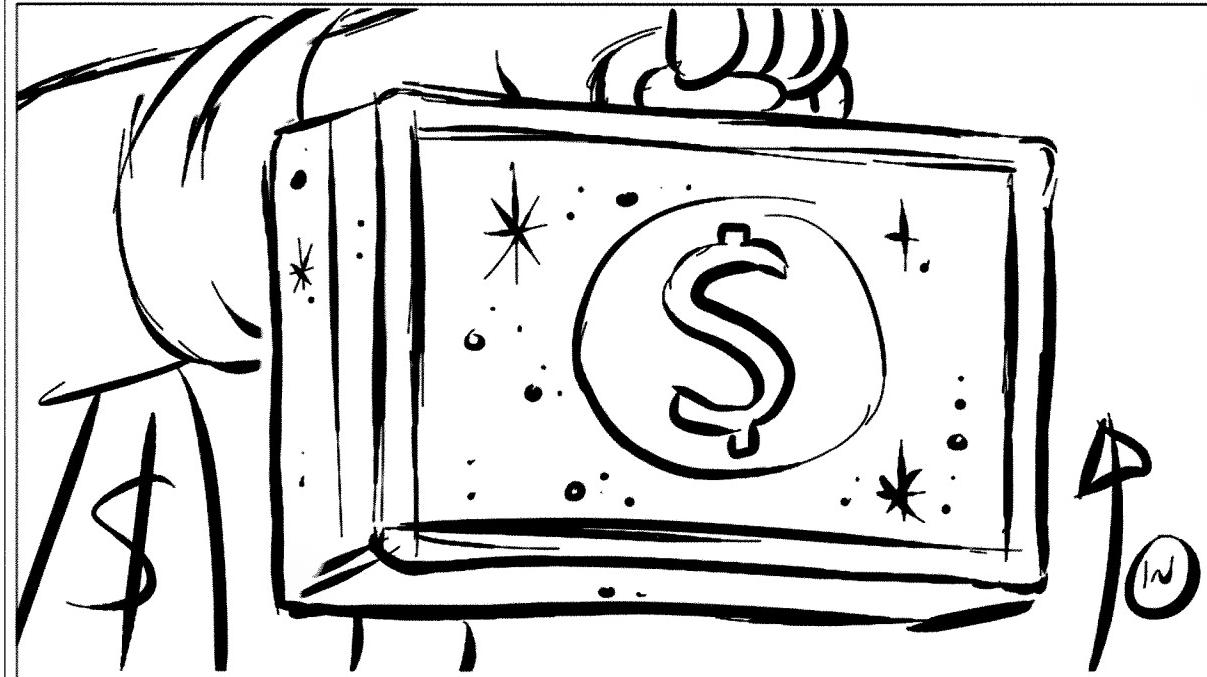
Slugging

2.13

JUL 09 2013

1020.011

Scene 69 Panel 1



Dialog  
STEVEN: RICH...

Action Notes  
Money briefcase IN.

Slugging  
0.10

Scene 69 Panel 2 CONT



Dialog  
STEVEN: ...FELINE INDUSTRIALIST...

Action Notes  
Camera pulls out.

Slugging  
ADJ: 0.15  
Then HOLD: 0.10

JUL 09 2011

1020.011

1020.011

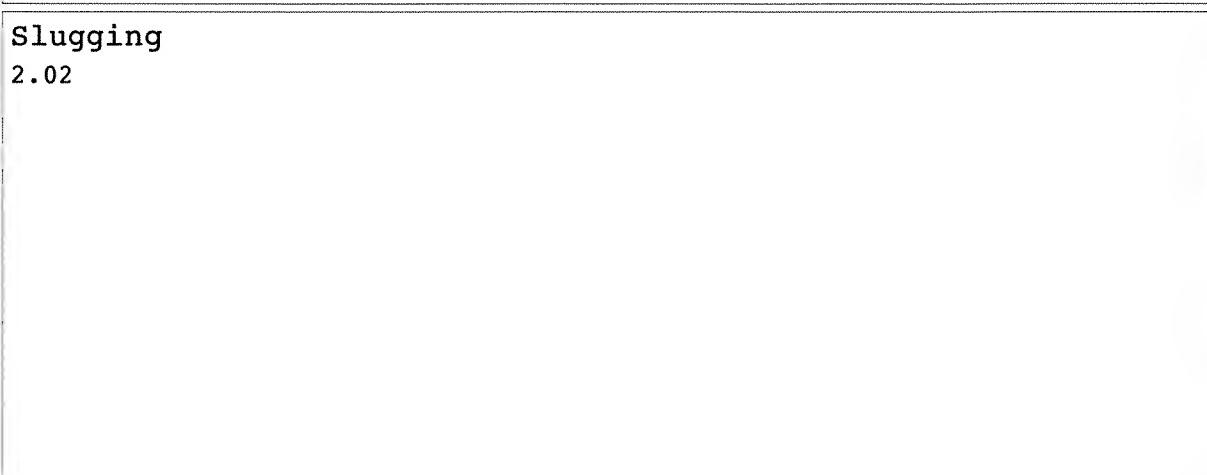
1020.011

Scene 69 **cont** Panel 3



Dialog  
STEVEN: ...FROM JUNGLE ISLAND!

Slugging  
2.02

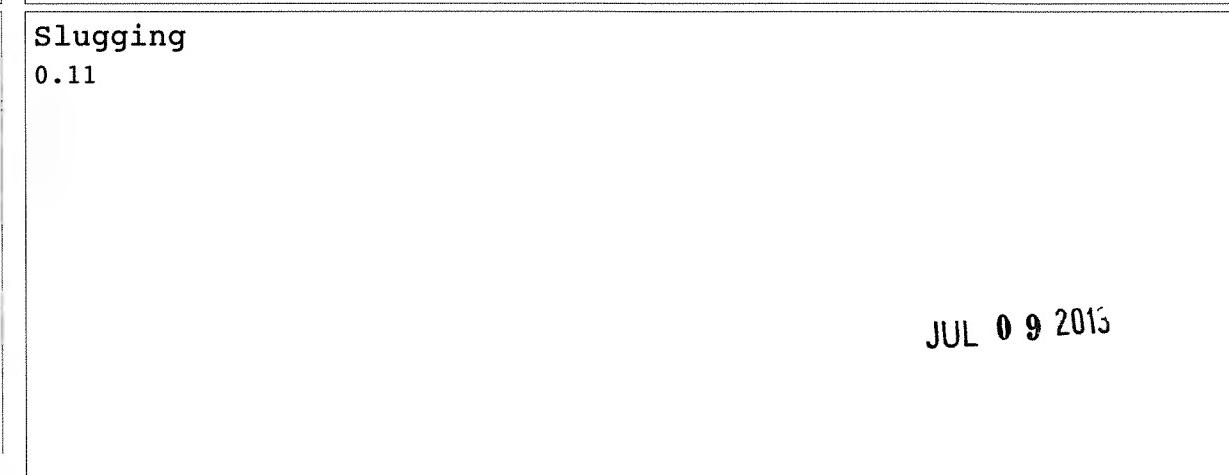


Scene 69 **cont** Panel 4



Dialog  
STEVEN: ONCE ...

Slugging  
0.11



JUL 09 2013

1020.011

1020.011



Dialog  
STEVEN: ...THE SINGLE ...

Slugging  
0.05



Dialog  
STEVEN: ...CHILD...

Action Notes  
Steven turns away from camera.

Slugging  
0.05

JUL 09 2013

1020.011

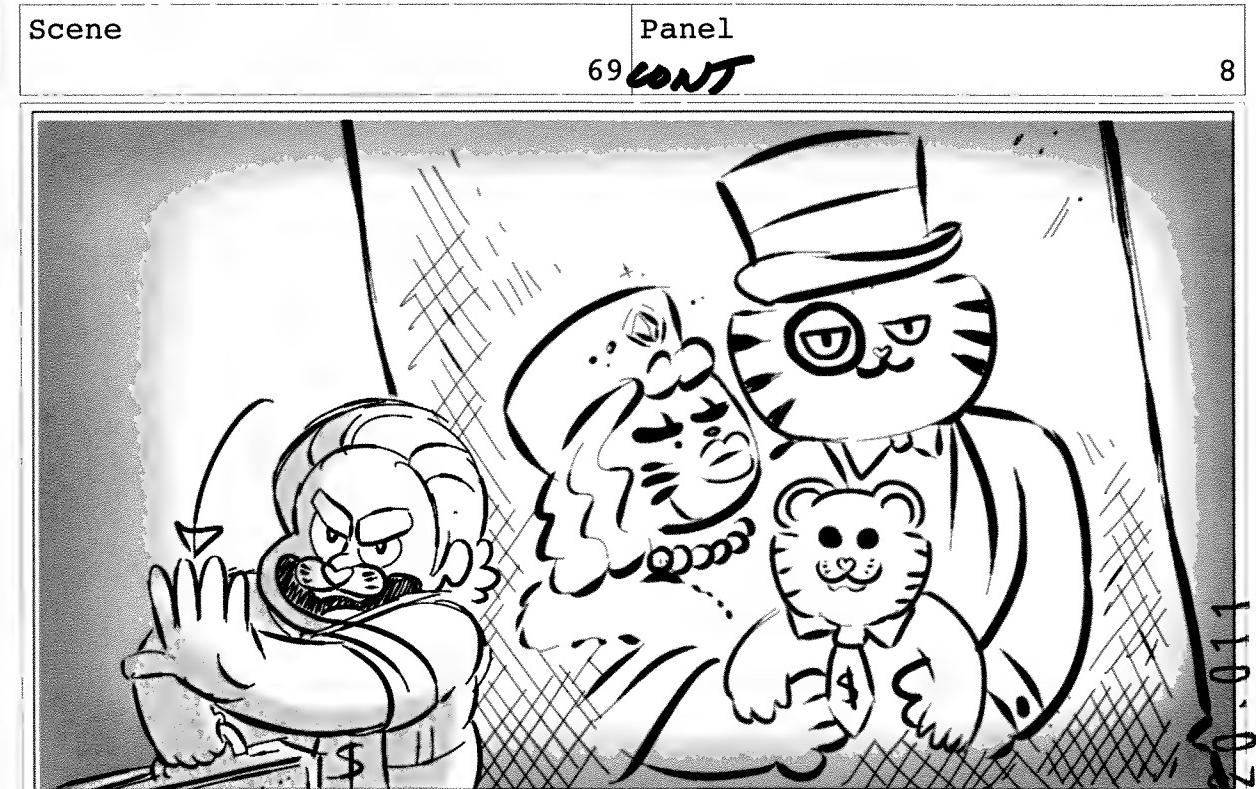


1020 · 011

Dialog  
STEVEN: ...OF ...

Action Notes  
A photo tilts up behind him as if cast by a projector.

Slugging  
0.13



1020 · 011

Dialog  
STEVEN: ...THE WEALTHY ...

Slugging  
0.11

JUL 09 2013

1020 · 011



1020.011  
Dialog  
STEVEN: ...TIGER FAMILY...

Slugging  
1.06



Dialog  
STEVEN: HE CLAWED OUT...

Action Notes  
BG to black / Steven slides RT

Slugging  
1.04

JUL 09 2013

1020.011

1020.011



**Dialog**

STEVEN: ...HIS OWN DESTINY...

**Action Notes**

Another photo comes on behind Steven.

**Slugging**

1.06

**Dialog**

STEVEN: ...MAKING MONEY IN THE COCONUT MINES.

**Slugging**

4.01

JUL 09 2013

1020.011

1020.011

Scene 69 Panel 13  
69 *CONT*



Dialog  
AMETHYST (os): WOW!

Action Notes  
BG photo poofs away to reveal normal BG as Steven is pulled from his thoughts.

Slugging  
1.03

Scene 70 Panel 1  
70



Dialog  
AMETHYST: YOU JUST COME UP WITH ALL THAT?

Slugging  
2.05

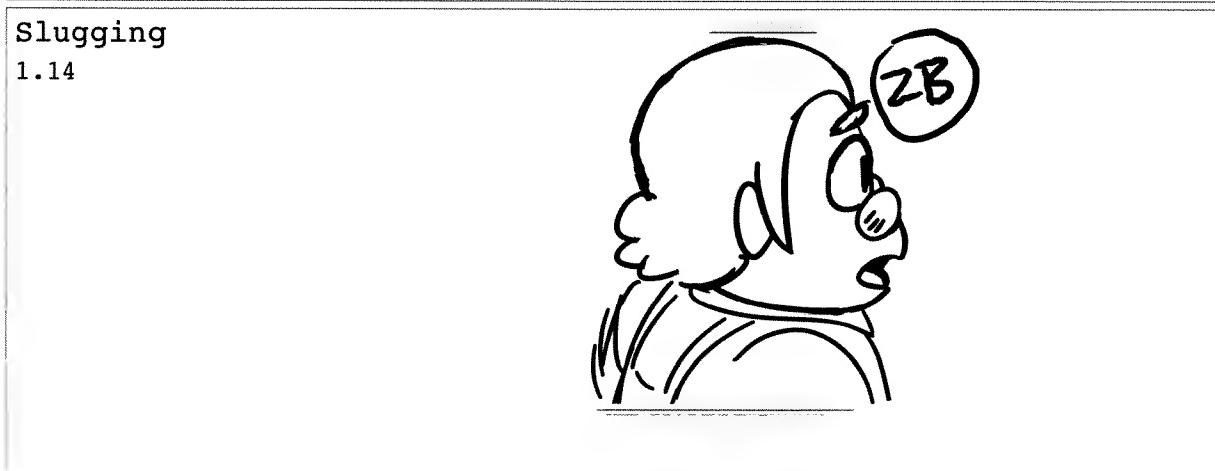
JUL 09 2013

1020.011



Dialog  
STEVEN: WELL... YEAH!

Slugging  
1.14



Dialog  
STEVEN: WHAT'S YOUR...

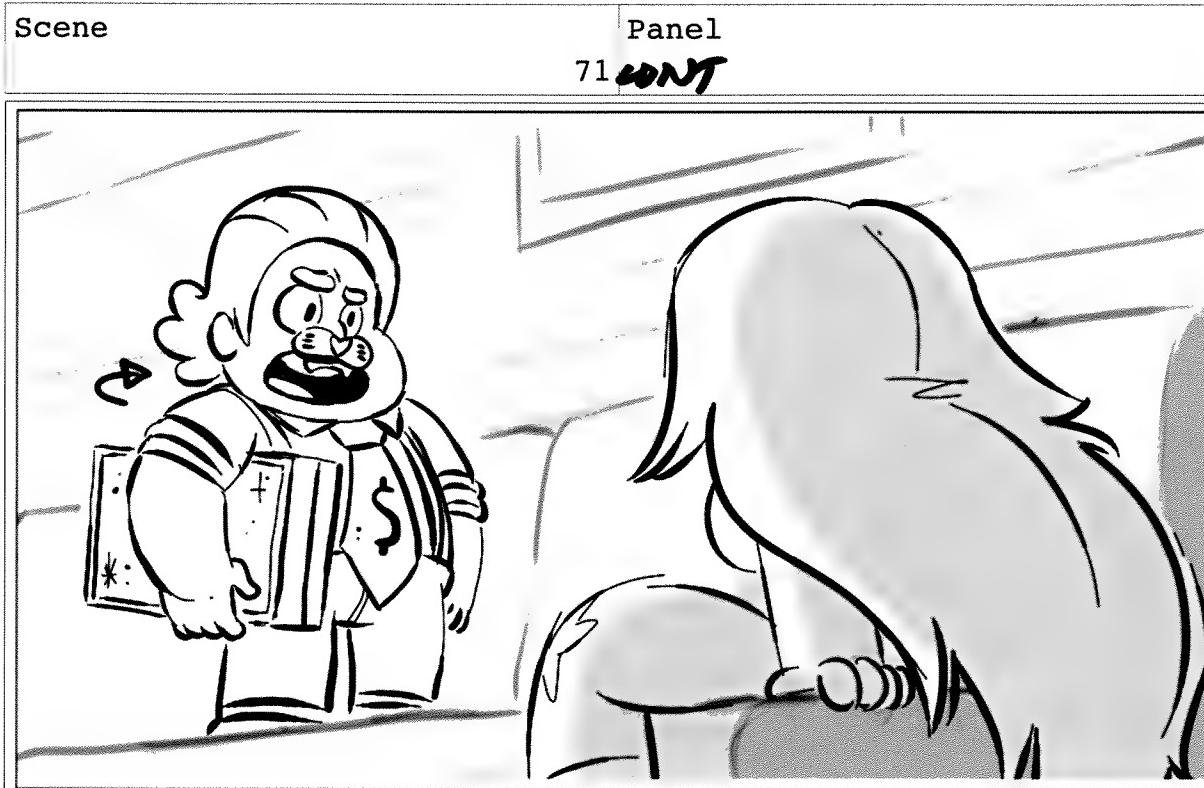
Slugging  
0.15

Notes  
H.U. Stevens hand on case to previous scene. Put hand on case in scene 69 or start hand down in scene 70.

JUL 09 2013

1020.011

1020.011



1020 . 011

Dialog  
STEVEN: ...BACK STORY?

Slugging  
1.04



1020 . 011

Dialog  
AMETHYST: PUMAS ARE COOL!

Action Notes  
AMETHYST snaps her fingers

Slugging  
2.06

JUL 09 2017

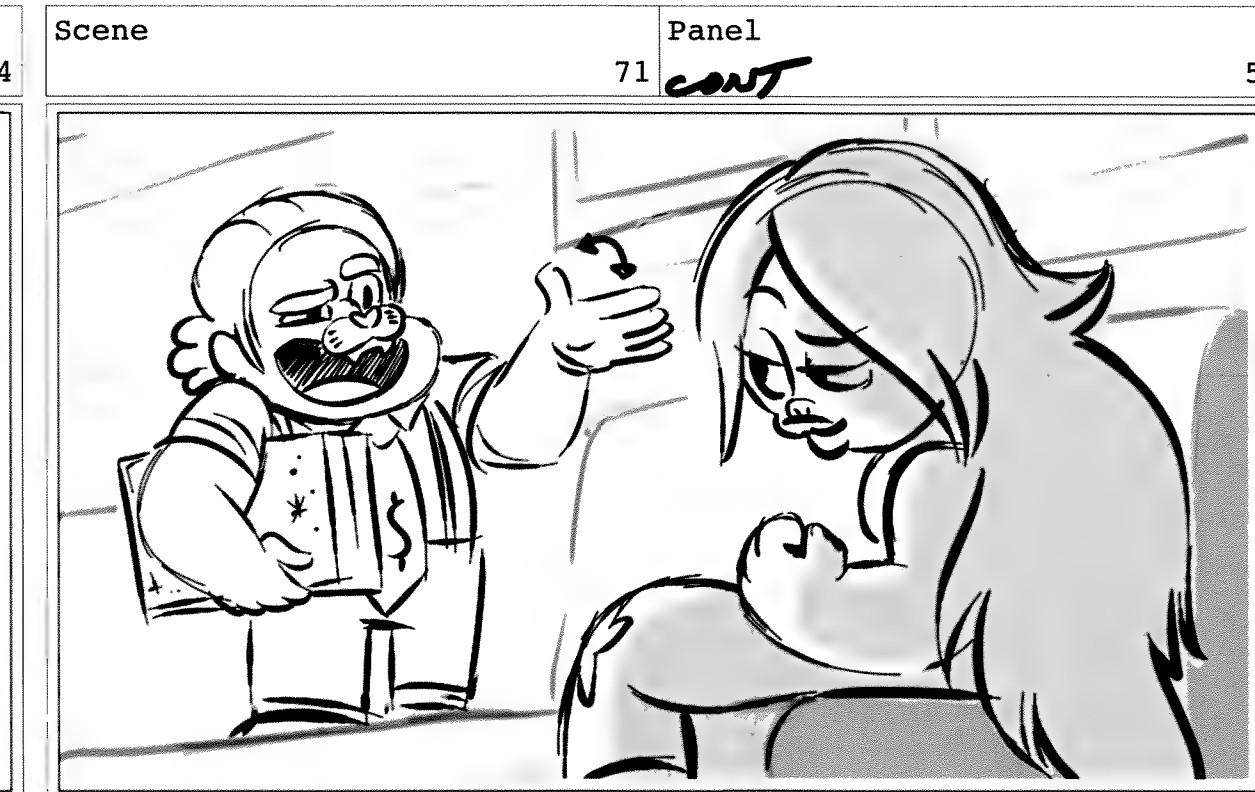
1020 . 011

1070 · 0701



Dialog  
STEVEN: EHHH...

Slugging  
1.12



Dialog  
STEVEN: WE'LL WORKSHOP THAT LATER.

Slugging  
0.14

1020 · 0111

JUL 09

1020 · 0111

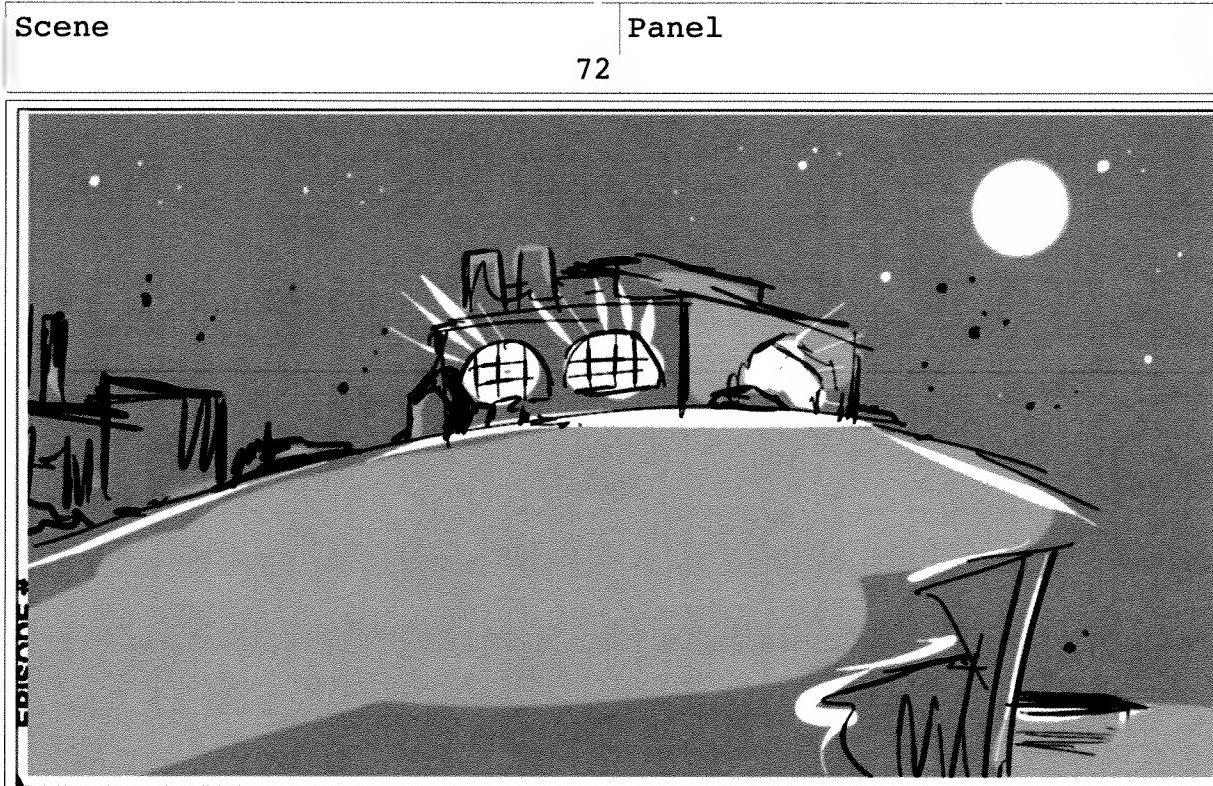


110 · 07.01  
Slugging  
Panels 6 + 7 x 2.5 = 0.12

Total cycle frames: 1.12

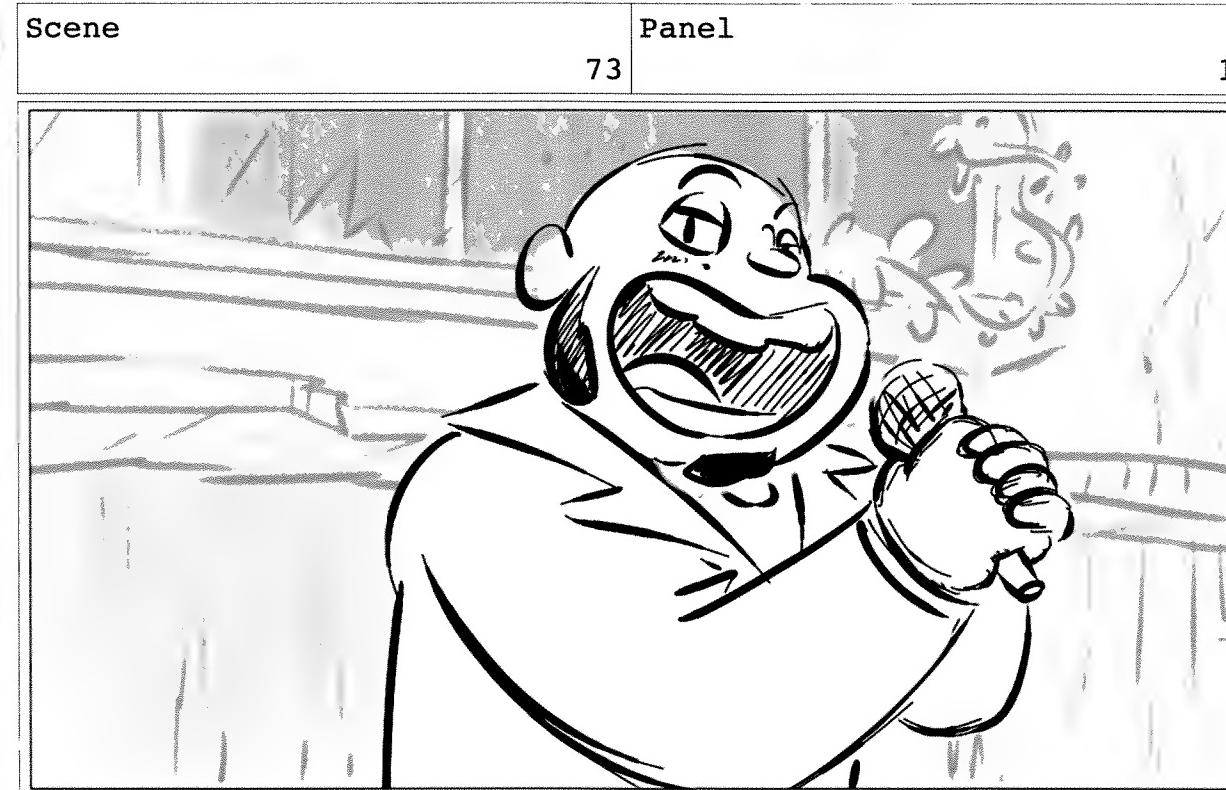
JUL 09 2012

1020.011



Dialog  
MR. SMILEY (os): TWO LOCAL HEROES IN THE RING TONIGHT...!

Slugging  
3.04



Dialog  
MR. SMILEY: THEY BUILD HOSPITALS FOR THE SICK

Slugging  
Panels 1 to 3 = 5.08

JUL 09 2013

1020.011

1020.011

1020.011

## Scene

### Panel

73 cont

2



## Dialog

MR. SMILEY: AND THEY BUILD

## Scene

3

Panel

3



## Dialog

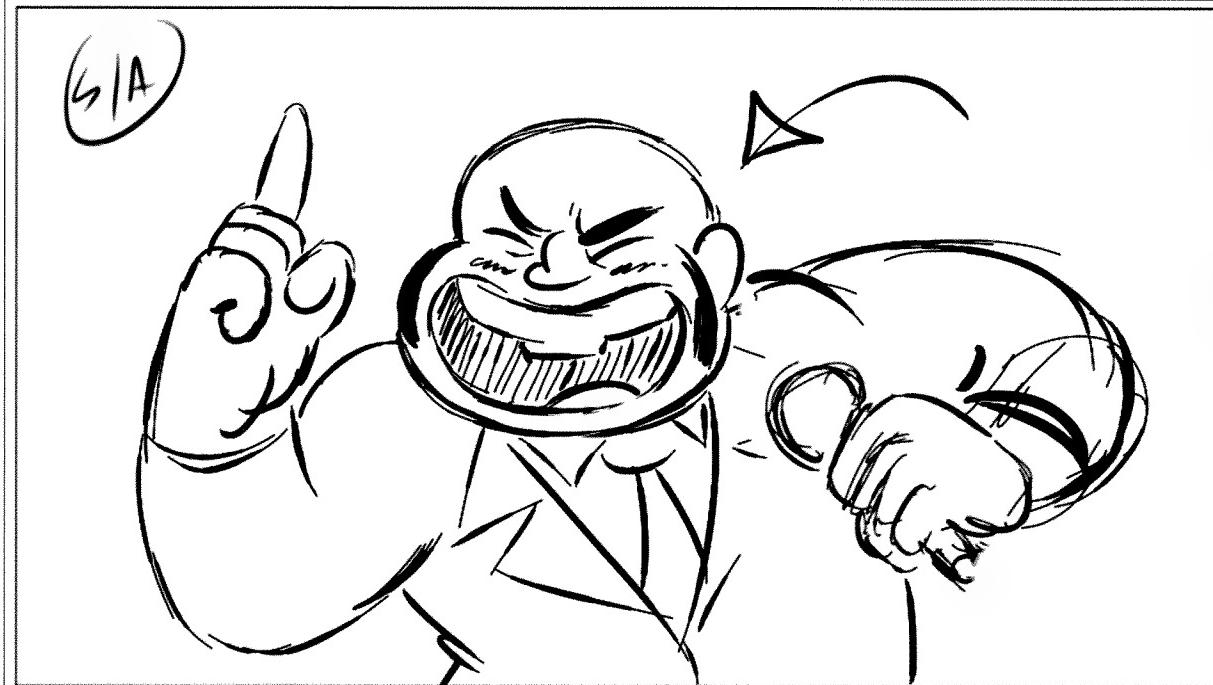
MR. SMILEY: MUSCLES THAT LOOK SLICK!

1020.011

JUL 09 2013

1020.011

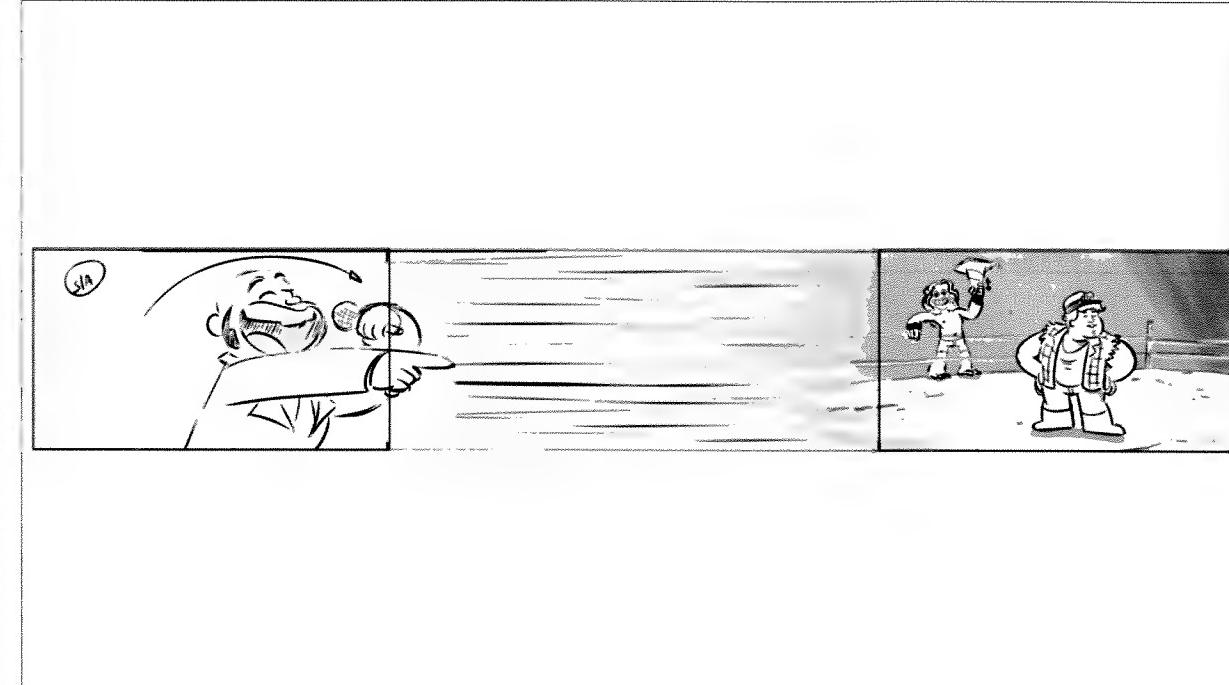
Scene 73 Panel 4  
73 *CONT*



Dialog  
MR. SMILEY: GIVE IT UP FOR...

Slugging  
1.03

Scene 73 Panel 5  
73 *CONT*



Dialog  
MR. SMILEY: ....CONCRETE HEAT AND CHUNK TRUCK!

Action Notes  
Camera zip pans right to concrete heat and chunk truck

Slugging  
Panels 5 + 6 =  
HOLD: 0.05  
Then ADJ: 0.05  
Then HOLD: 4.09

JUL 09 2012

1020.011

1020.011



1020.011

Dialog  
MR. SMILEY: ....CONCRETE HEAT AND CHUNK TRUCK!

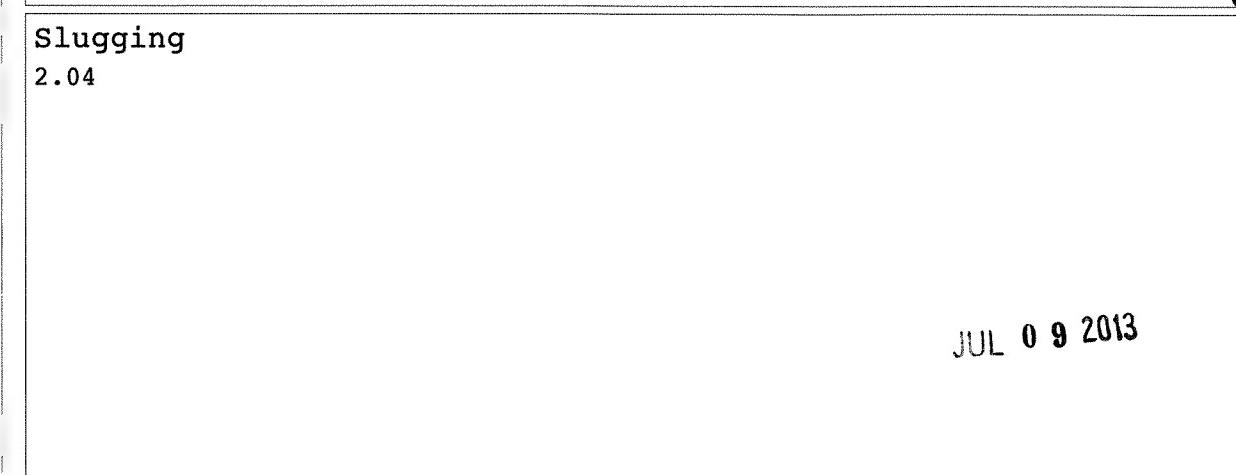


1020.011

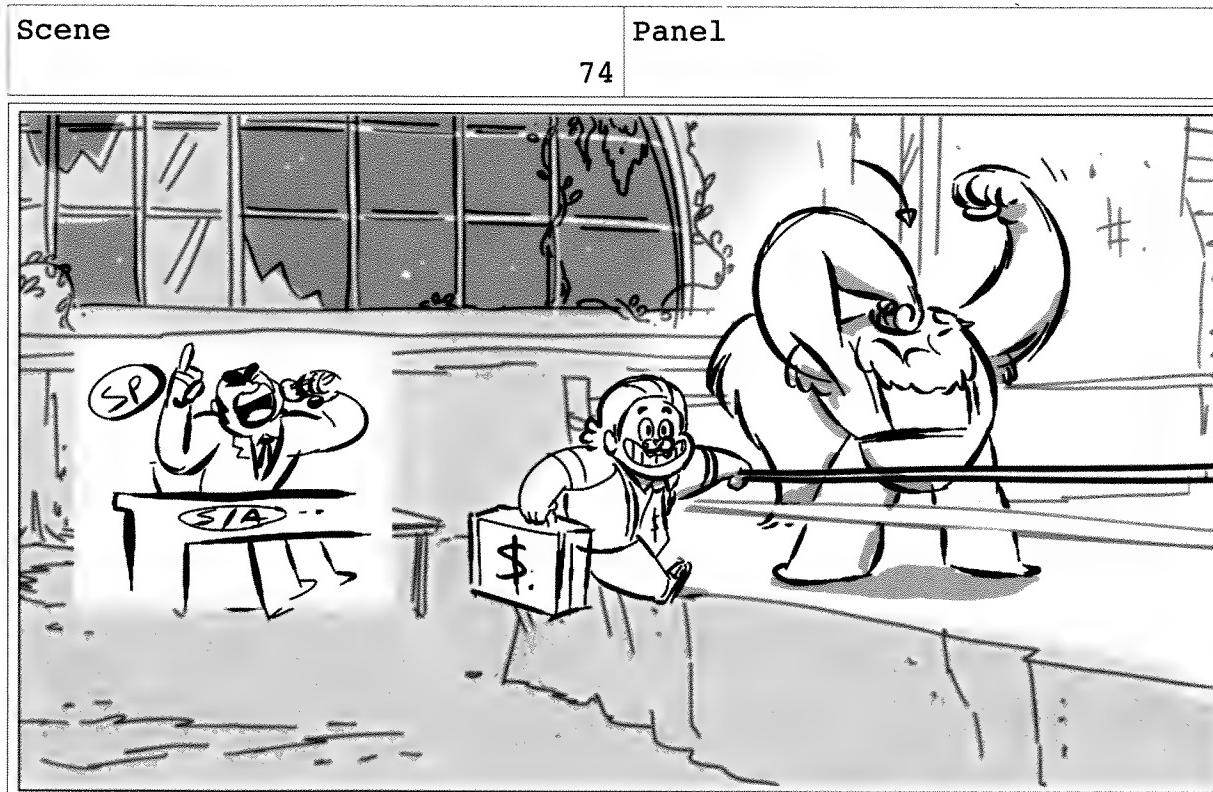
Dialog  
CROWD: <CHEERS>

Slugging  
2.04

JUL 09 2013



1020.011



**Dialog**

MR. SMILEY: FACING OFF AGAINST...

**Action Notes**

Amethyst hits chest repeatedly panel 1 + 2

**Slugging**

Panels 1 + 2 x 3 = 0.08

Total cycle frames: 1.08

JUL 09 2013

1020.011



1020 . 011

**Dialog**

MR. SMILEY: ...THE PURPLE PUMA.

**Action Notes**

Amethyst hits chest repeatedly panel 3 + 4

**Slugging**

Panels 3 + 4 x 3.5 = 0.07

Total cycle frames: 1.06

JUL 09 2013

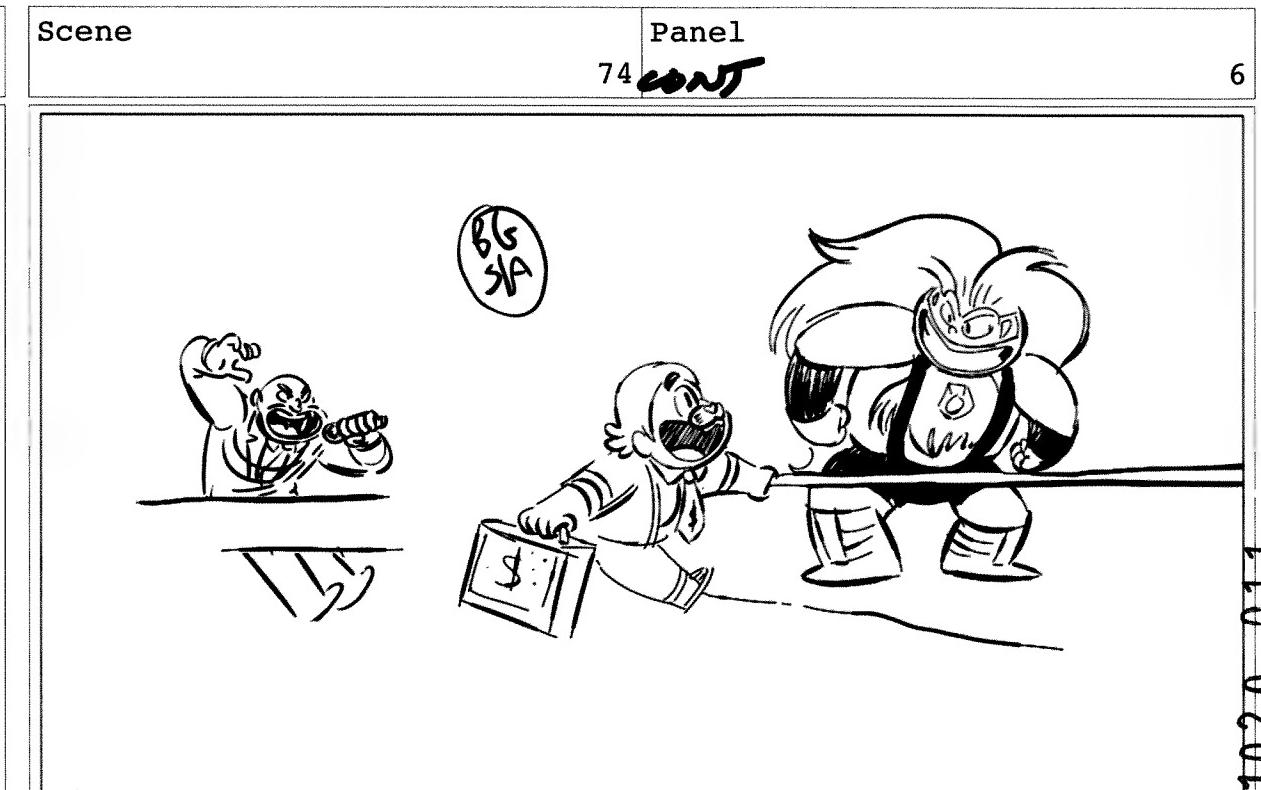
1020 . 011



1020.011

Dialog  
MR. SMILEY: AND OUR NEWEST...

Slugging  
Panels 5 + 6 = 4.04

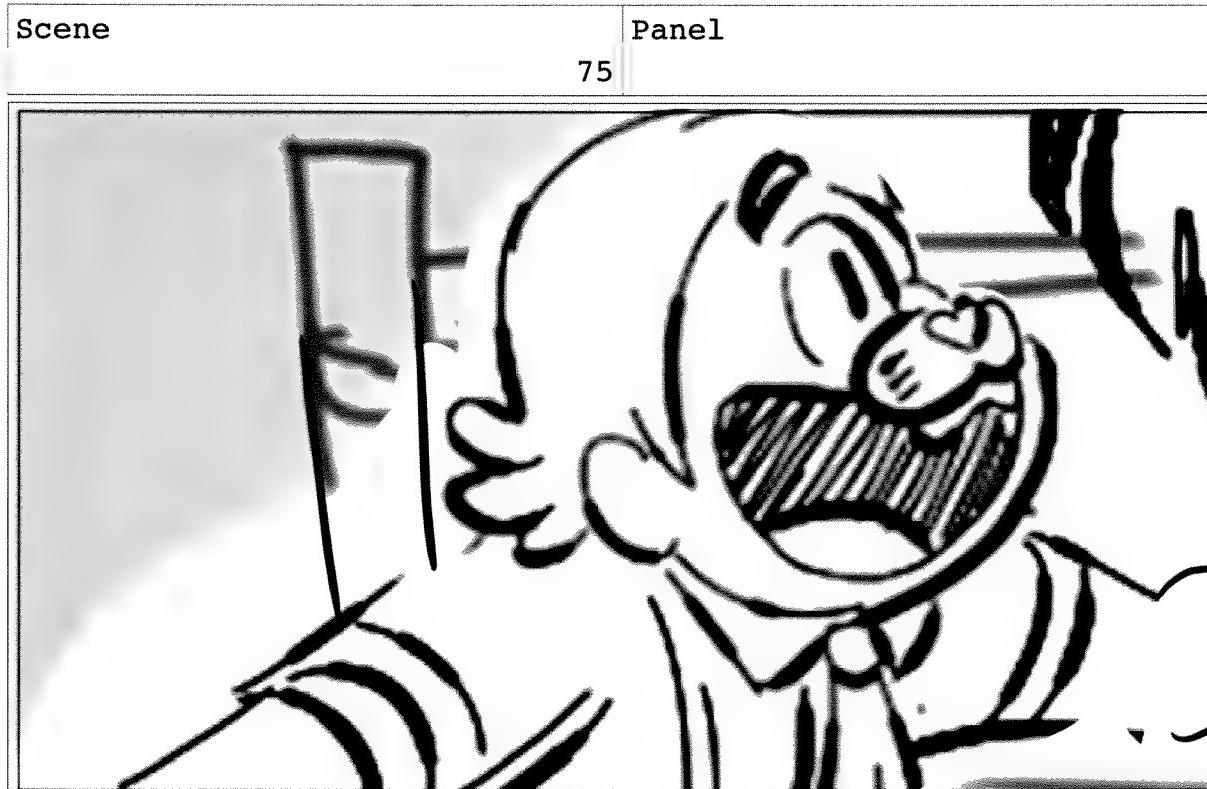


1020.011

Dialog  
MR. SMILEY: ...MEW-EST COMPETITOR...

JUL 09 2013

1020.011



Dialog  
MR. SMILEY (os): TIGERRRR MILLIONAIRRRRE!  
  
CROWD: BOOOO!

Slugging  
Panels 1 + 2 = 5.15

Notes  
H.U. Steven to previous scene.

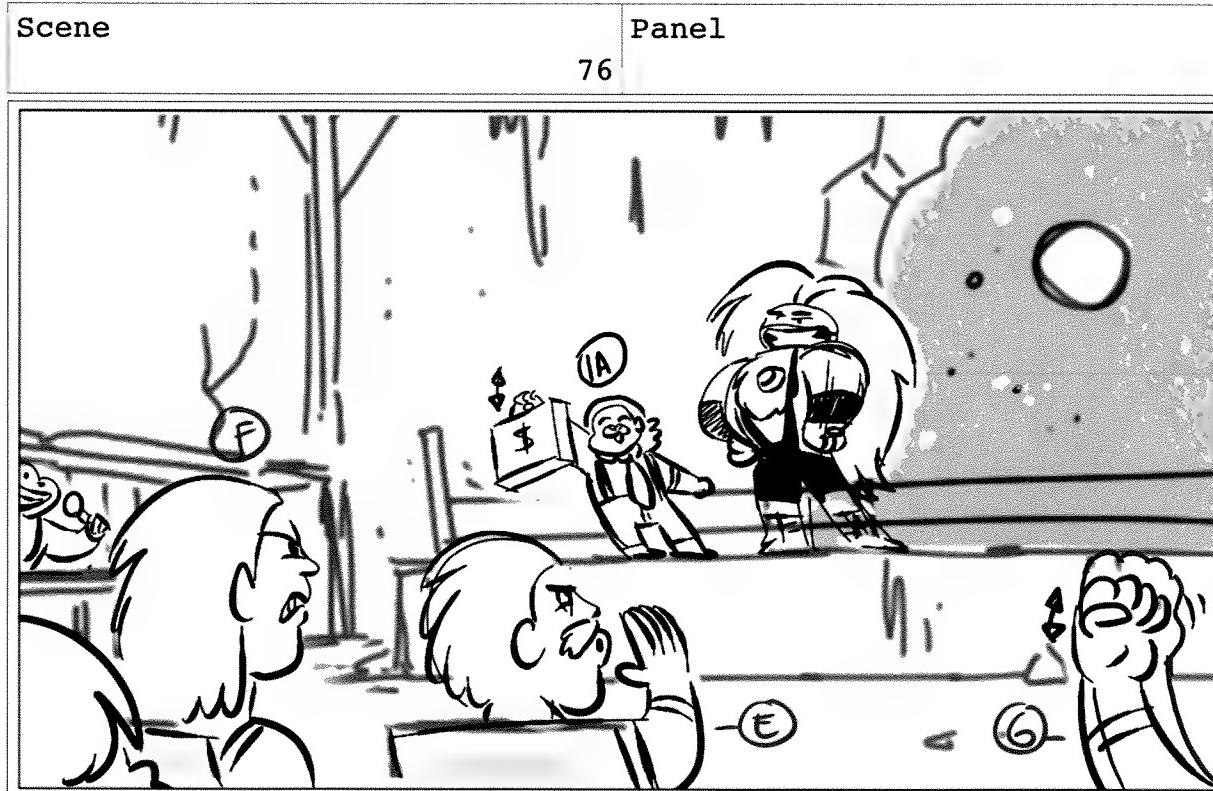


Dialog  
MR. SMILEY (os): TIGERRRR MILLIONAIRRRRE!  
  
CROWD: BOOOO!

Action Notes  
Steven raises briefcase

JUL 09 2011

1020.011

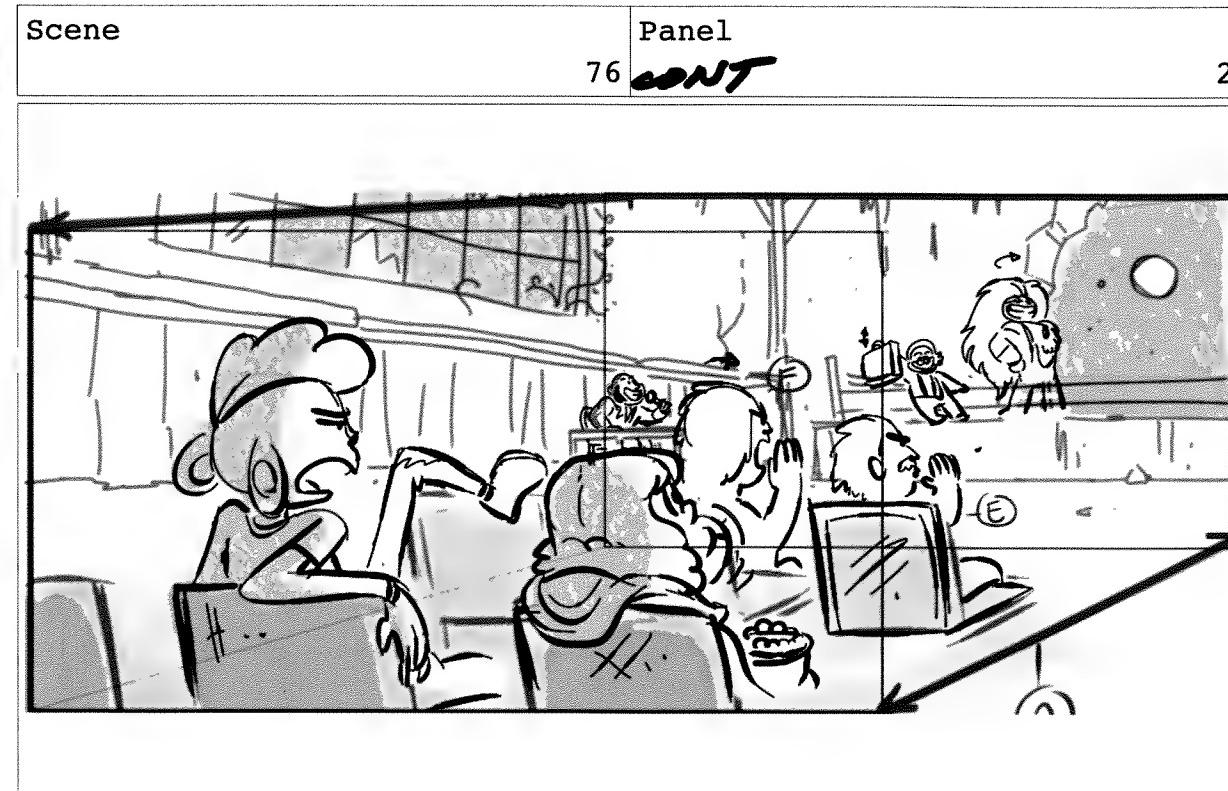


Dialog  
CROWD: BOOOO!

Action Notes

Steven waves money briefcase up and down.

Slugging  
1.00



Dialog  
CROWD: BOOOO!

LARS: THAT LITTLE GUY'S GONNA GET CREAMED!

Action Notes

Pan and T.O. to reveal Lars and Sadie in the audience.

Slugging

HOLD: 0.06  
Then ADJ: 0.13  
Then HOLD: 2.06

JUL 09 2013

1020.011

1020.011

Scene	Panel	
77	1	



#### Dialog

SADIE (\*MOUTH FULL): FROM HERE HE KINDA LOOKS LIKE...

#### Action Notes

Sadie with mouth full of popcorn speaks dialogue.

#### Slugging

2.15

#### Notes

H.U. LARS to previous - he is looking forward, then he turns to SADIE

Scene	Panel	
77	2 <i>cont</i>	2



#### Dialog

SADIE (\*MOUTH FULL): ...STEVEN...

#### Slugging

0.13

JUL 09 2013

1020.011

1020.011

Liu - ucul

Scene

Panel

77 **CONT**

3



Dialog

LARS: PFT!

Slugging

1.00

Scene

Panel

77 **CONT**

4



Dialog

LARS: YEAH RIGHT!

Slugging

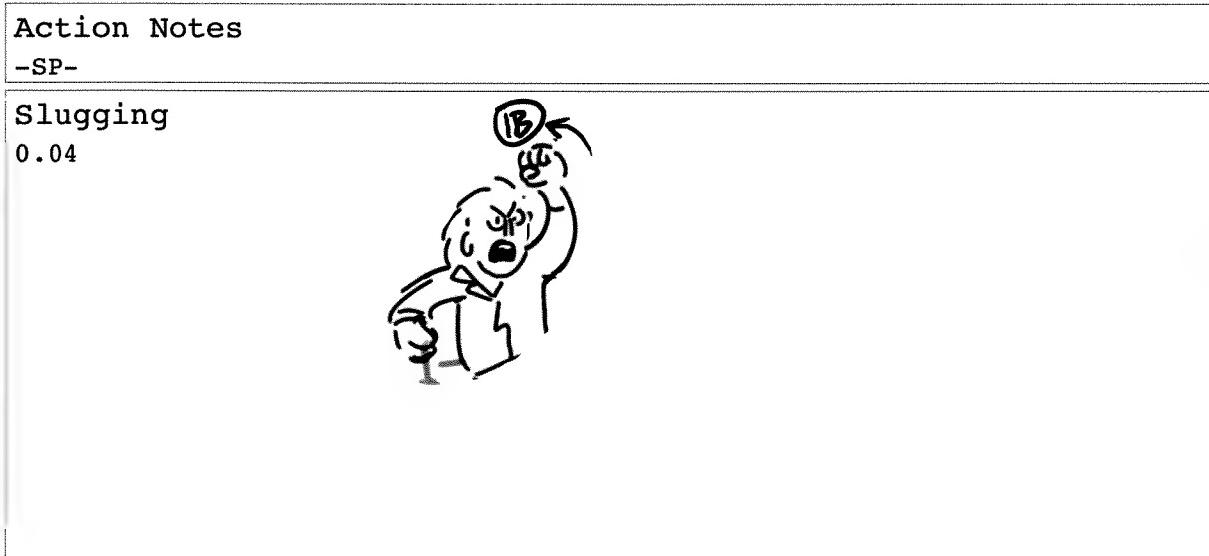
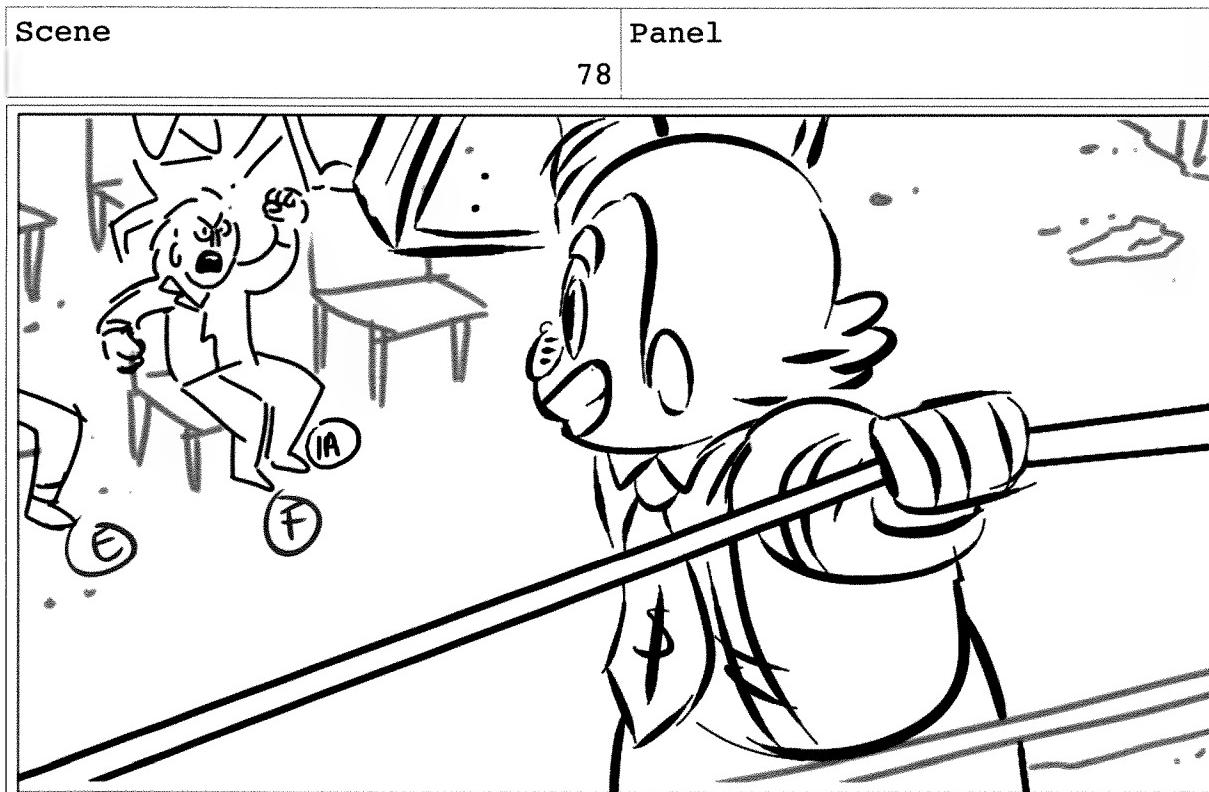
1.07

JUL 09 2001

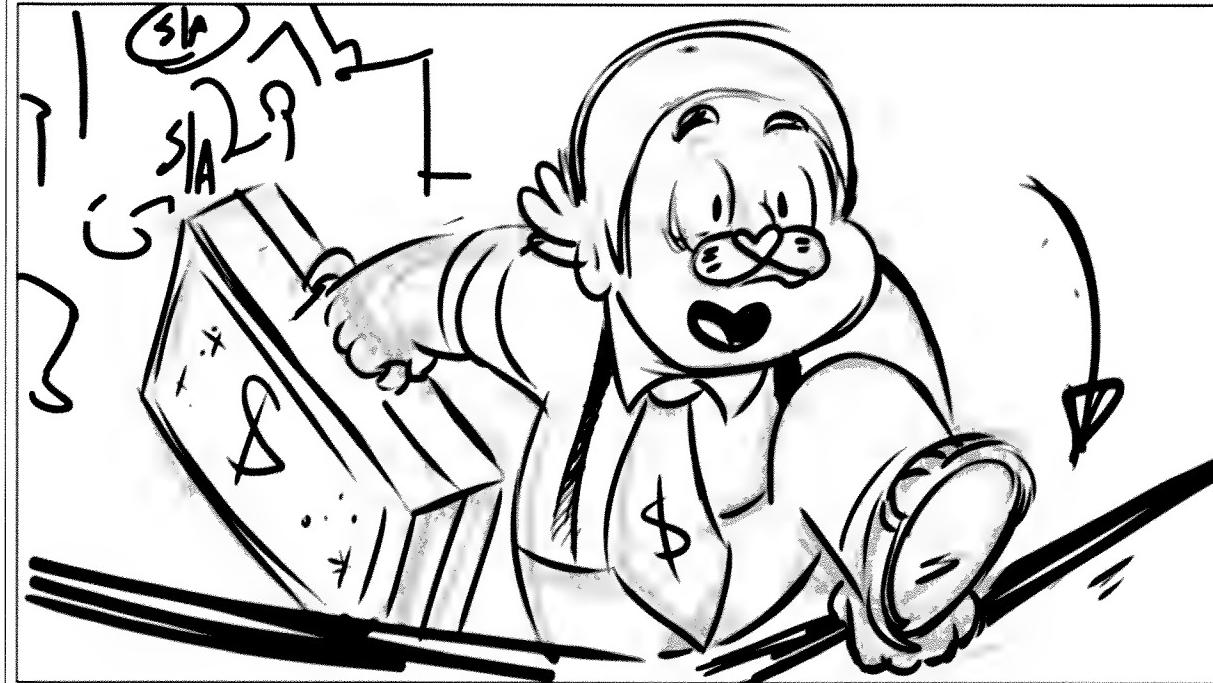
1020.011

1020.011

1020.011



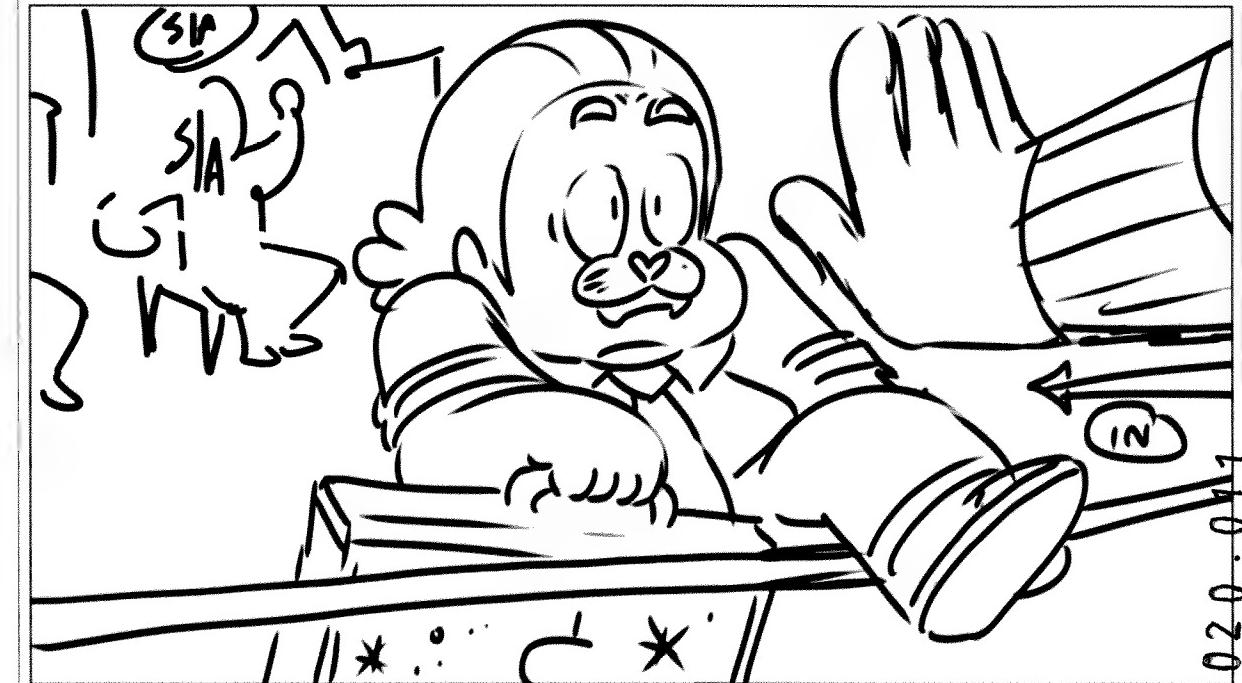
Scene 78 Panel cont 3



Action Notes  
Steven steps over rope

Slugging  
0.06

Scene 78 Panel cont 4



Dialog  
AMETHYST: STEVEN, WAIT!

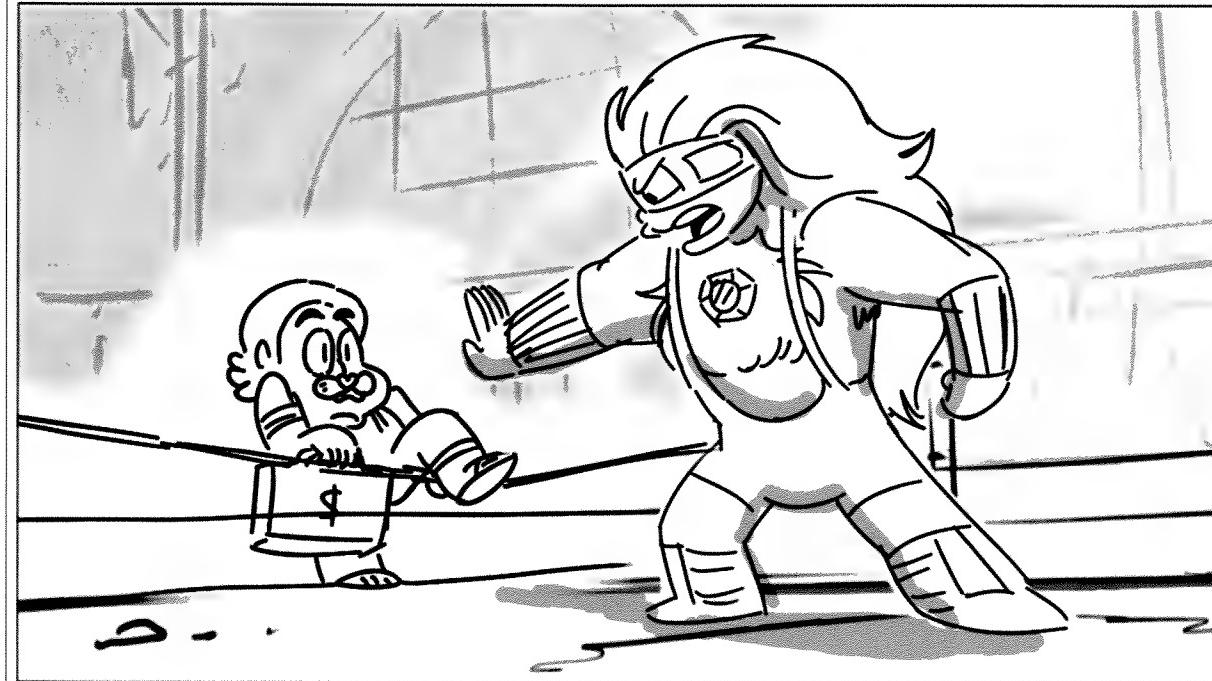
Action Notes  
Amethyst's hand IN

Slugging  
2.01

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1020.011

Scene	Panel
79	1



#### Action Notes

Camera cut back wide.

#### Slugging

Panels 1 + 2 = 4.01

#### Notes

H.U. pose.

Scene	Panel
79	2 cont



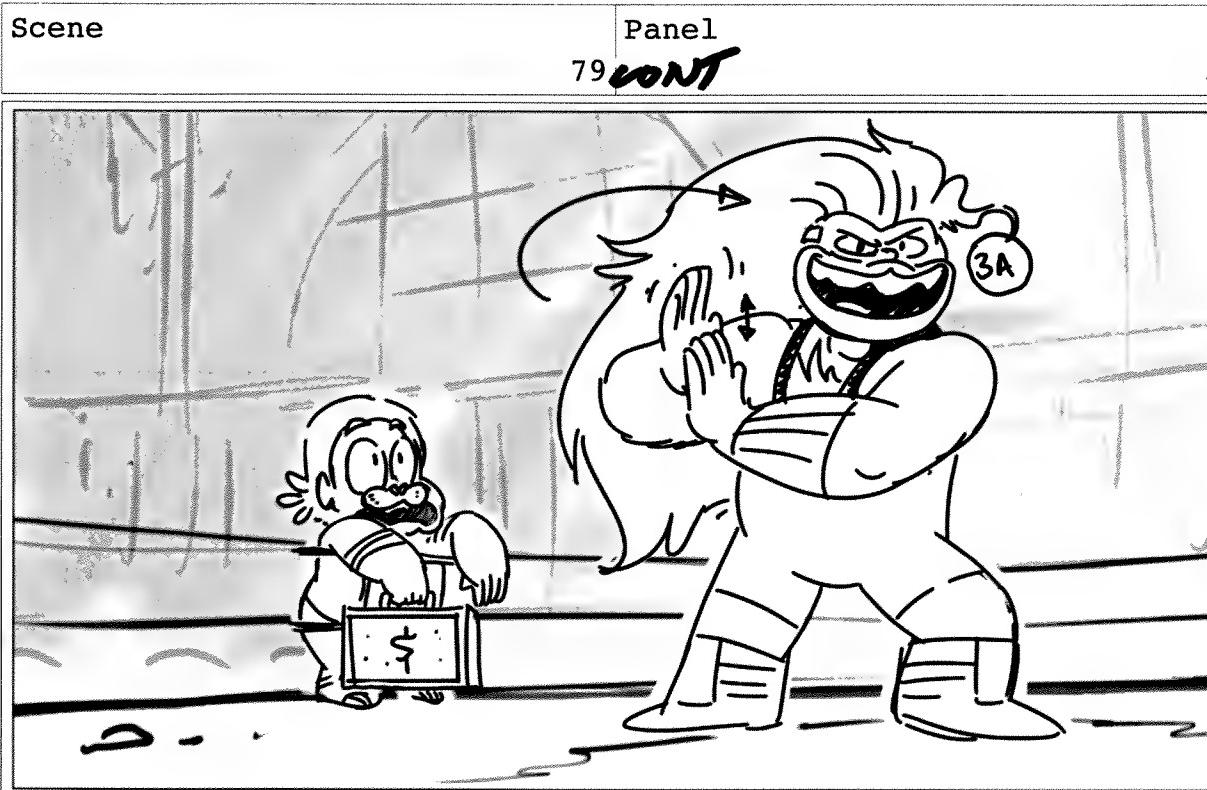
#### Dialog

AMETHYST: I'M JUST USING YOU TO GET THE TAG TEAM BELT.

1020.011

JUL 09 2013

1020.011



Dialog  
AMETHYST: I'LL DO ALL THE ACTUAL FIGHTING.

Slugging  
3.01



Dialog  
STEVEN: DO I STILL GET TO WEAR THE COSTUME?!

Action Notes  
Camera cut in close.

Slugging  
3.07

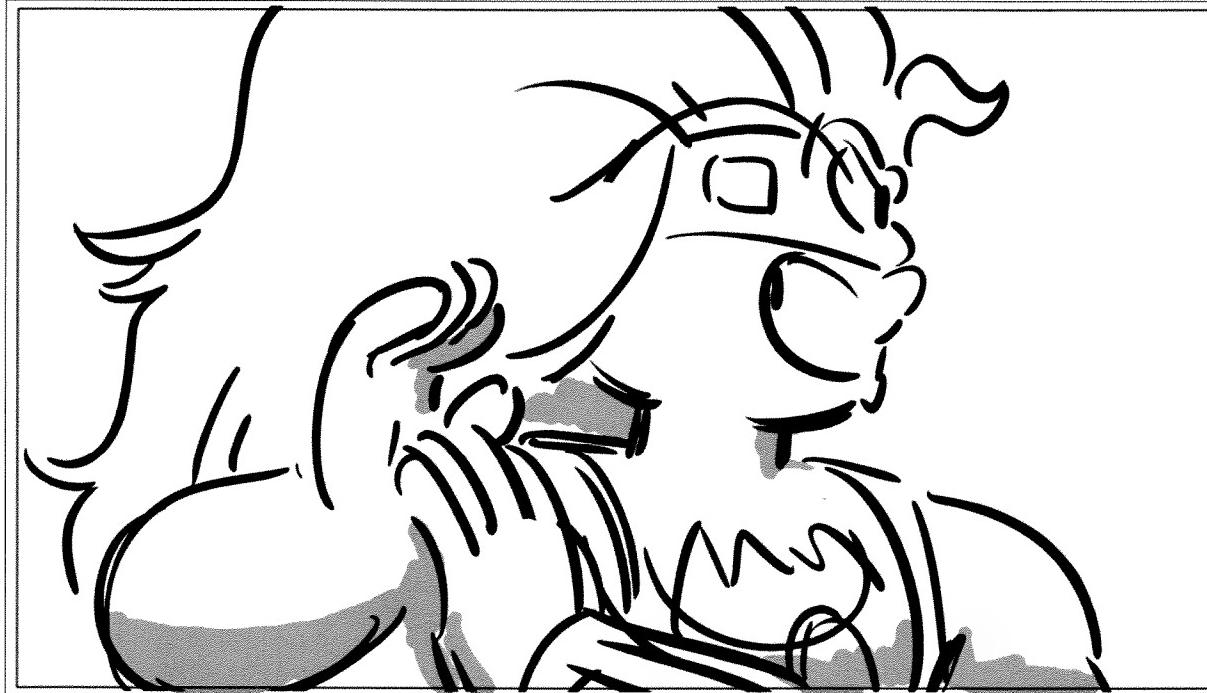
Notes  
H.U. Steven's arms to previous scene.

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1020.011

1020.011

Scene 81 Panel 1



Dialog  
AMETHYST: I DON'T CARE.

Slugging  
Panels 1 + 2 = 2.00

Scene 81 Panel 2 cont



Dialog  
AMETHYST: I DON'T CARE.

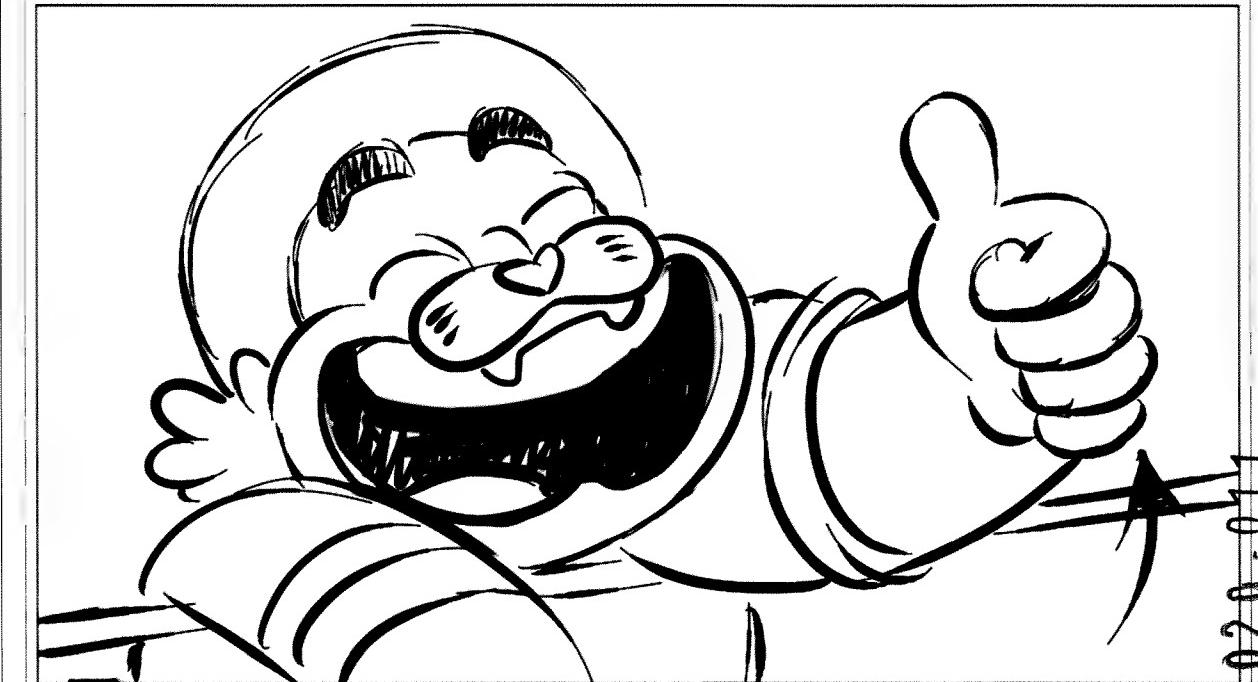
JUL 09

1020.011

Scene 82 Panel 1



Scene 82 Panel 2 *CONT*



Action Notes  
-SP-

Slugging  
1.06

Dialog  
STEVEN: OH-KAY!

Slugging  
1.12

1 JUL 09

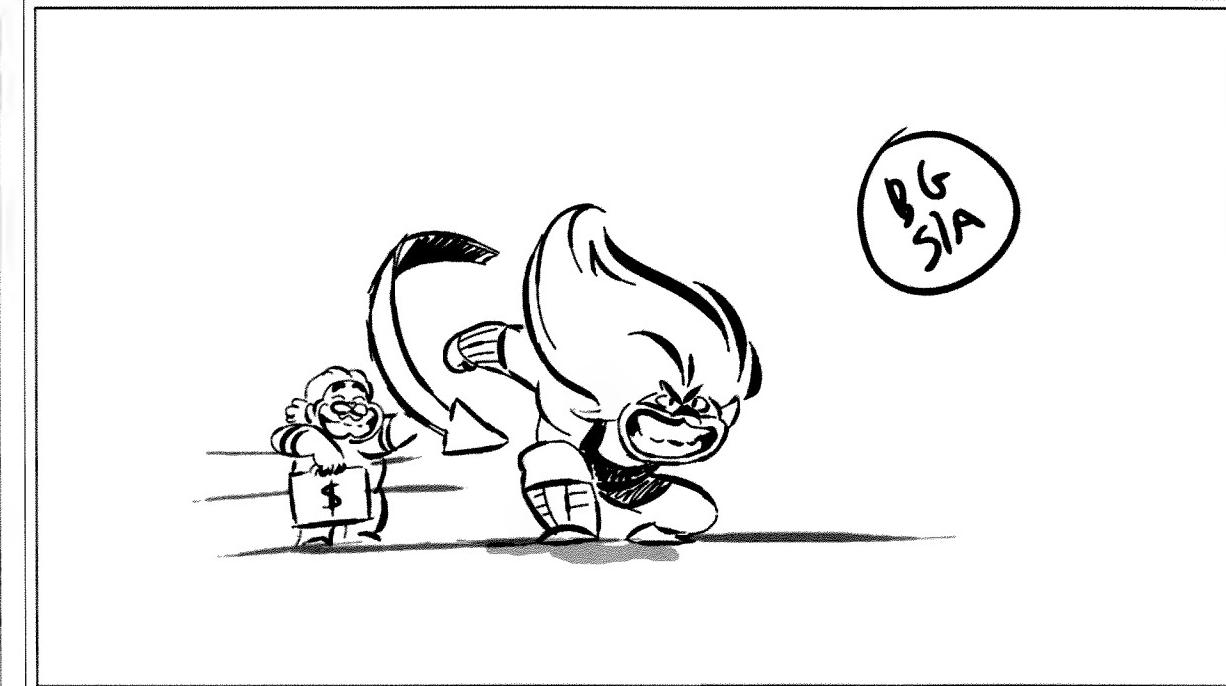
1020.011

1020.011

Scene	Panel	
83	1	



Scene	Panel	
83	2 <i>cont</i>	2



Action Notes  
-SP-

Slugging  
0.04

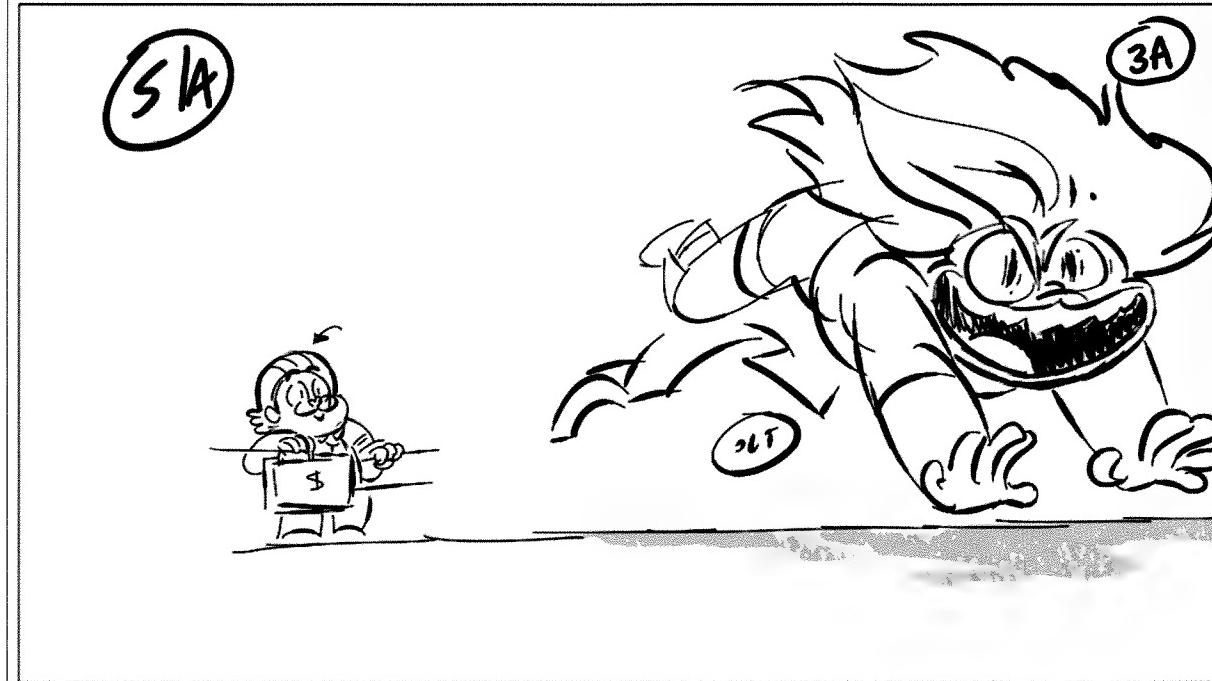
Dialog  
AMETHYST: GRRR---

Slugging  
2.09

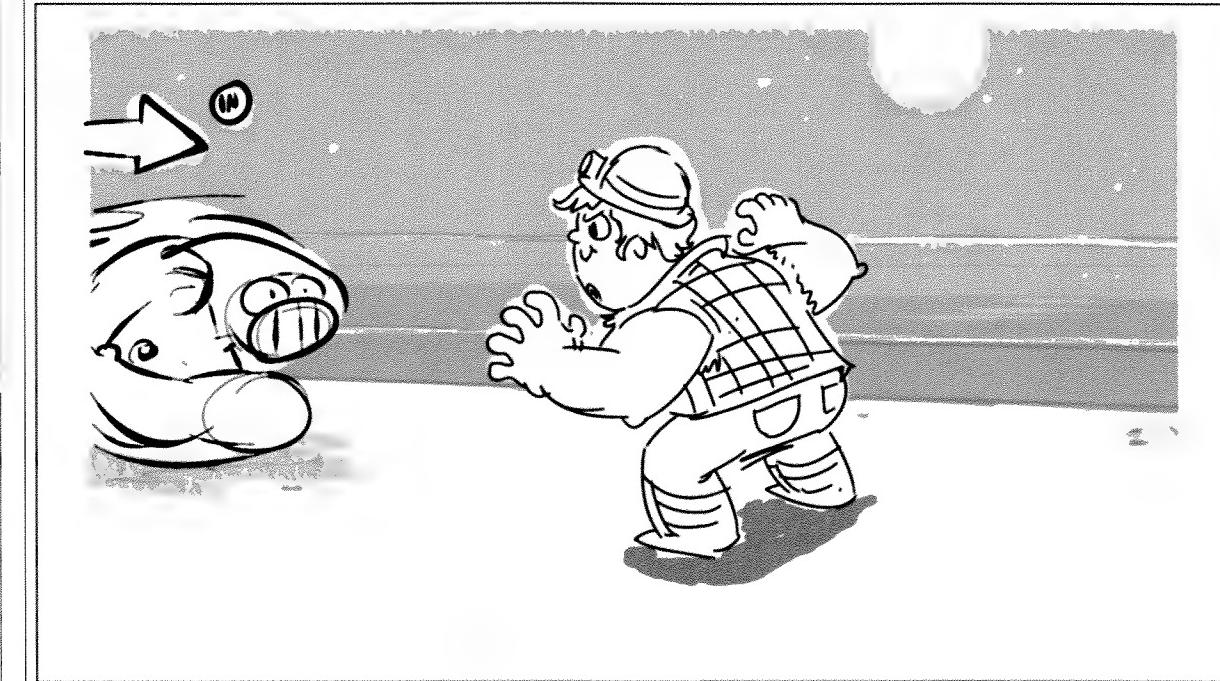
JUL 09 2011

1020.011

Scene 83 Panel **CONT** 3



Scene 84 Panel 1



Dialog  
AMETHYST: RARRR!

Action Notes  
Amethyst runs OUT.

Slugging  
1.12



Action Notes  
Amethyst IN towards Chunk Truck.

Slugging  
0.07

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1020.011

1020.011

1020.011



1020.011

Dialog  
MR. SMILEY (os): OOH!

Action Notes  
Amethyst knocks Chunk Truck OUT of the scene.

Slugging  
0.09



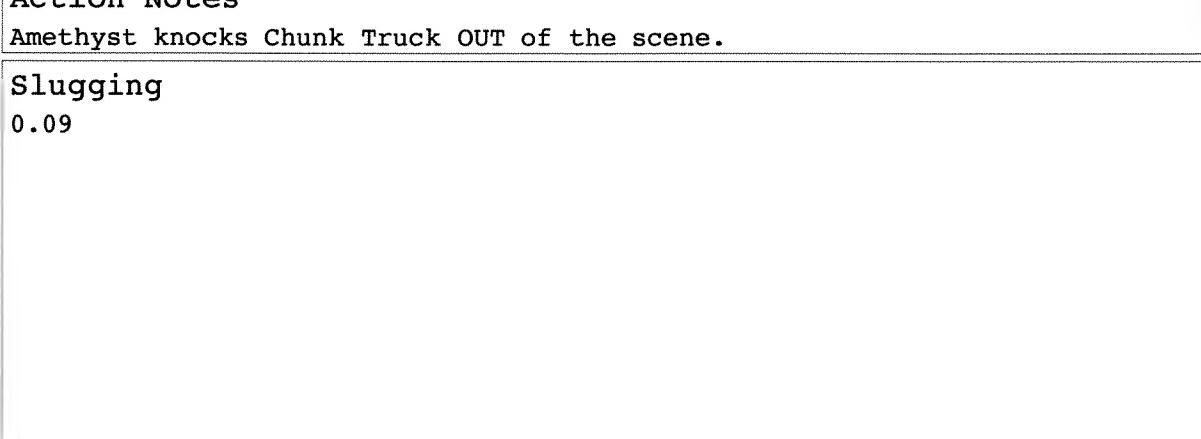
1020.011

Dialog  
MR. SMILEY (os): OOH!

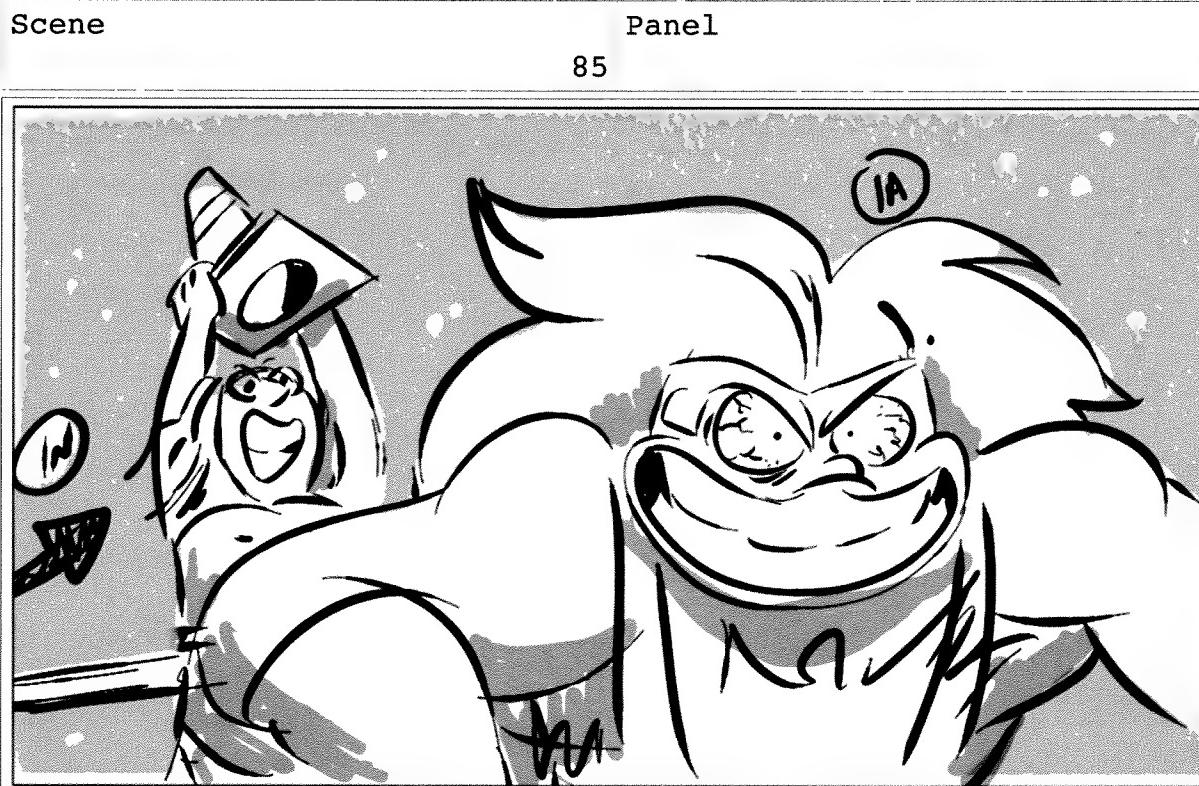
Slugging  
1.10



JUL 09 2013



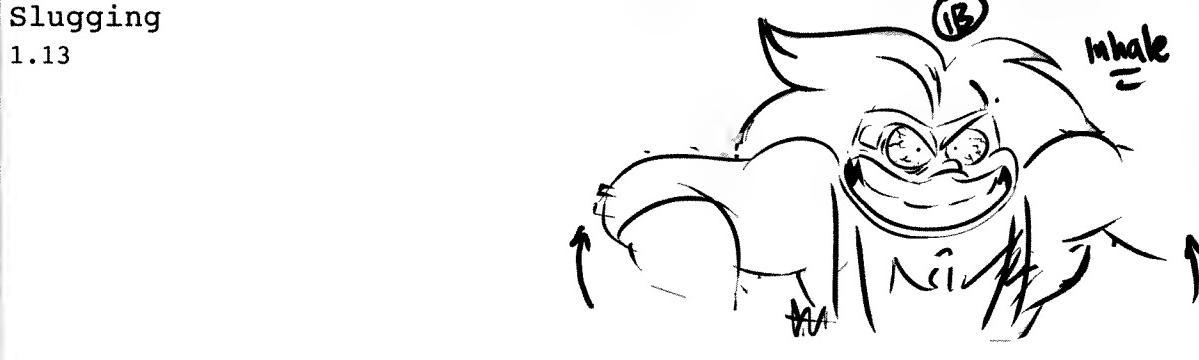
1020.011



1020 : 011

Dialog  
MR. SMILEY (os): A DEVASTATING MOVE BY PUMA!

Action Notes  
Concrete comes IN holding traffic cone over Purple Puma.



1020 . 011

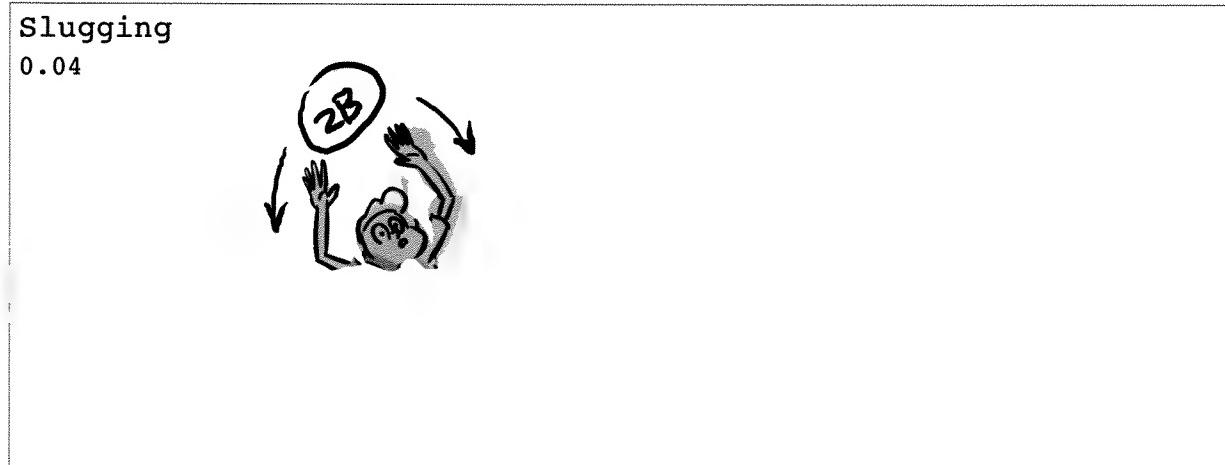
Dialog  
STEVEN: ER.. PURPLE

Action Notes  
Steven in shock. BG Animates outward (Speed lines)

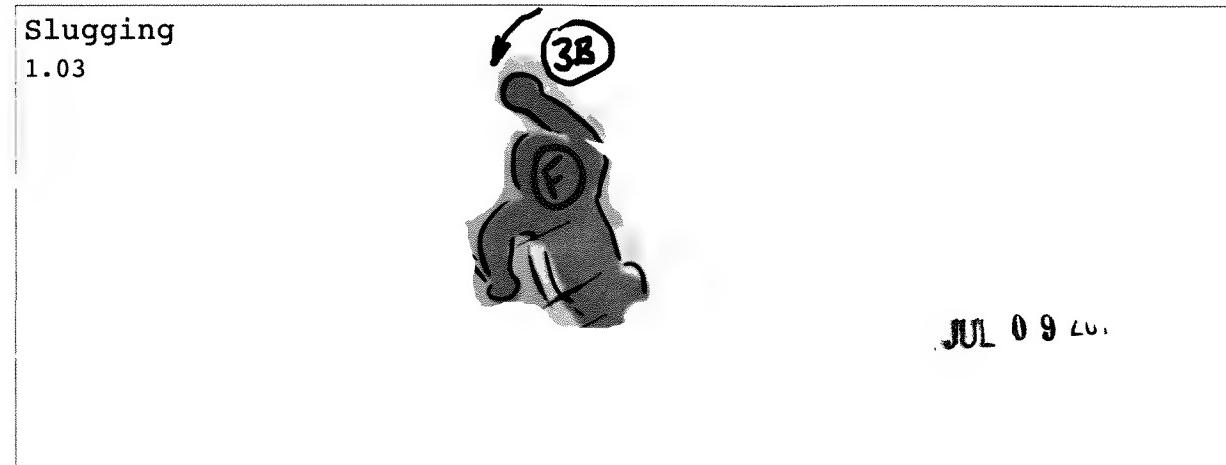




Dialog  
STEVEN: PURPLE



Dialog  
STEVEN: PUMA!



Scene 87 Panel 1

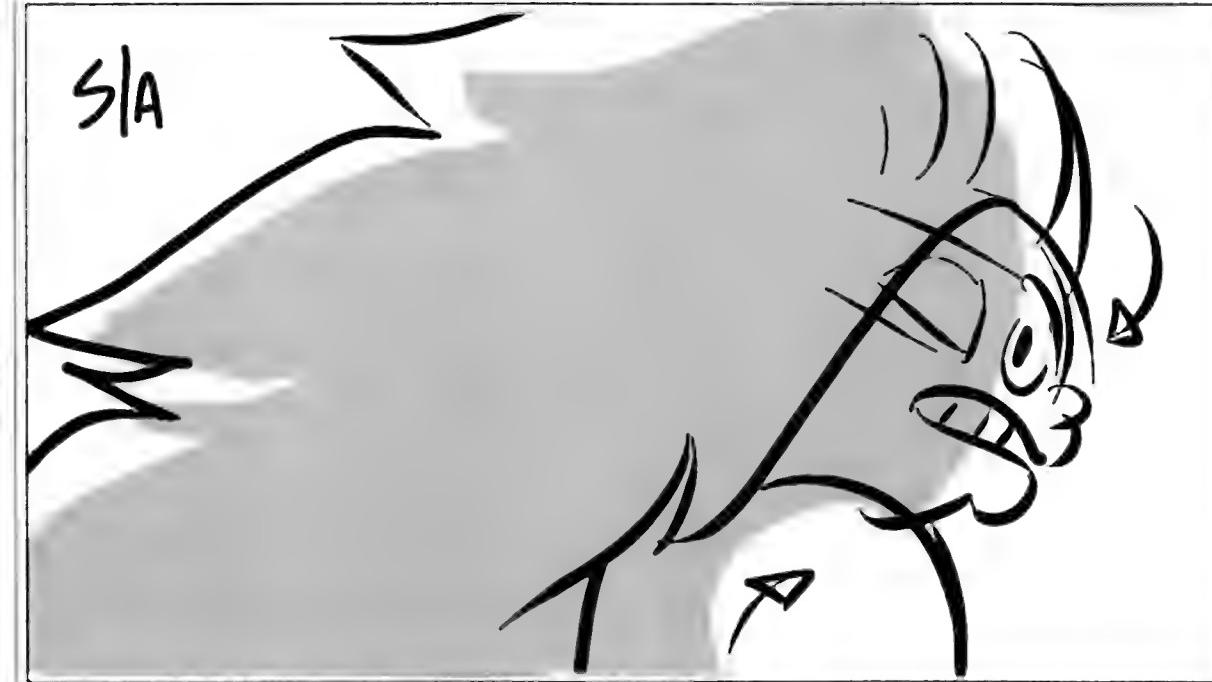


Dialog  
STEVEN (os): LOOK OUT!

Action Notes  
-SP-

Slugging  
0.04

Scene 87 Panel 2 cont



Slugging  
0.04

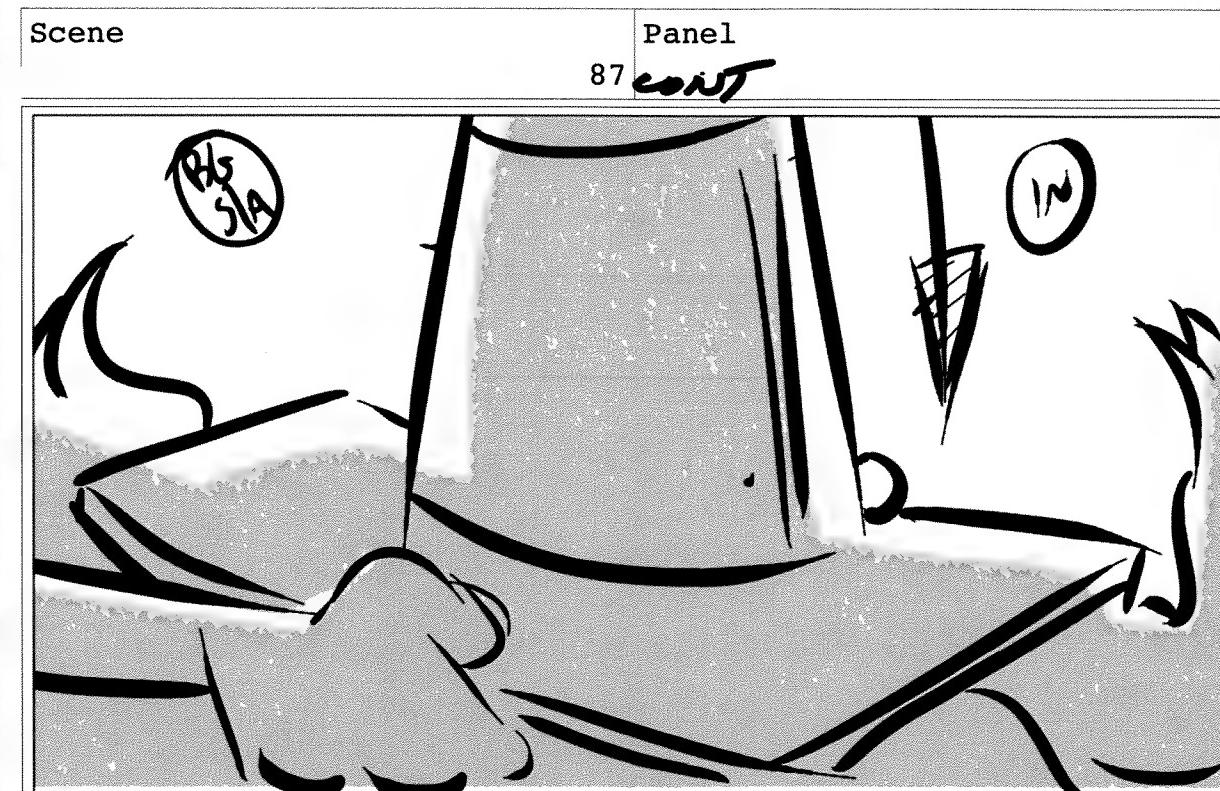
JUL 09 2015

1020.011



Action Notes  
Amethyst turns (confused)

Slugging  
0.07

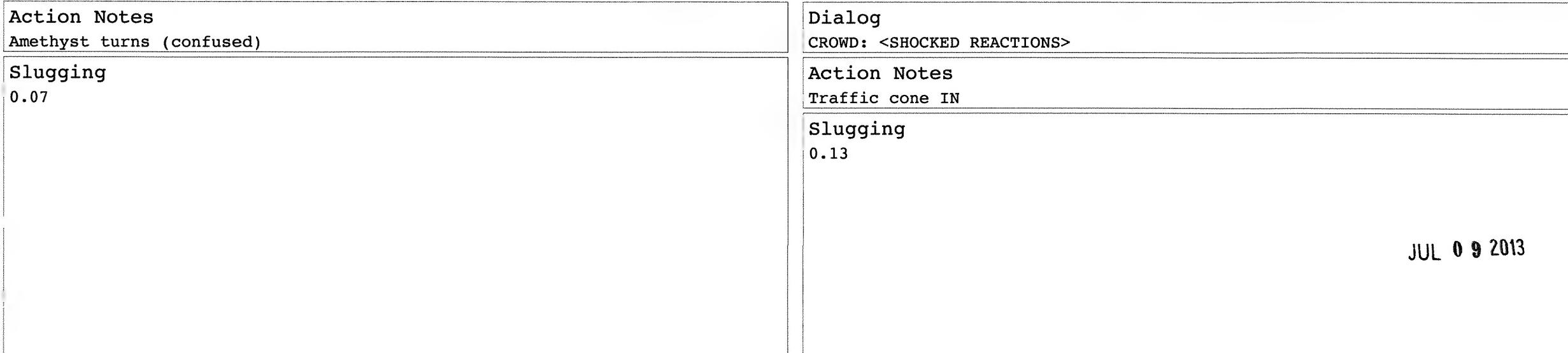


Dialog  
CROWD: <SHOCKED REACTIONS>

Action Notes  
Traffic cone IN

Slugging  
0.13

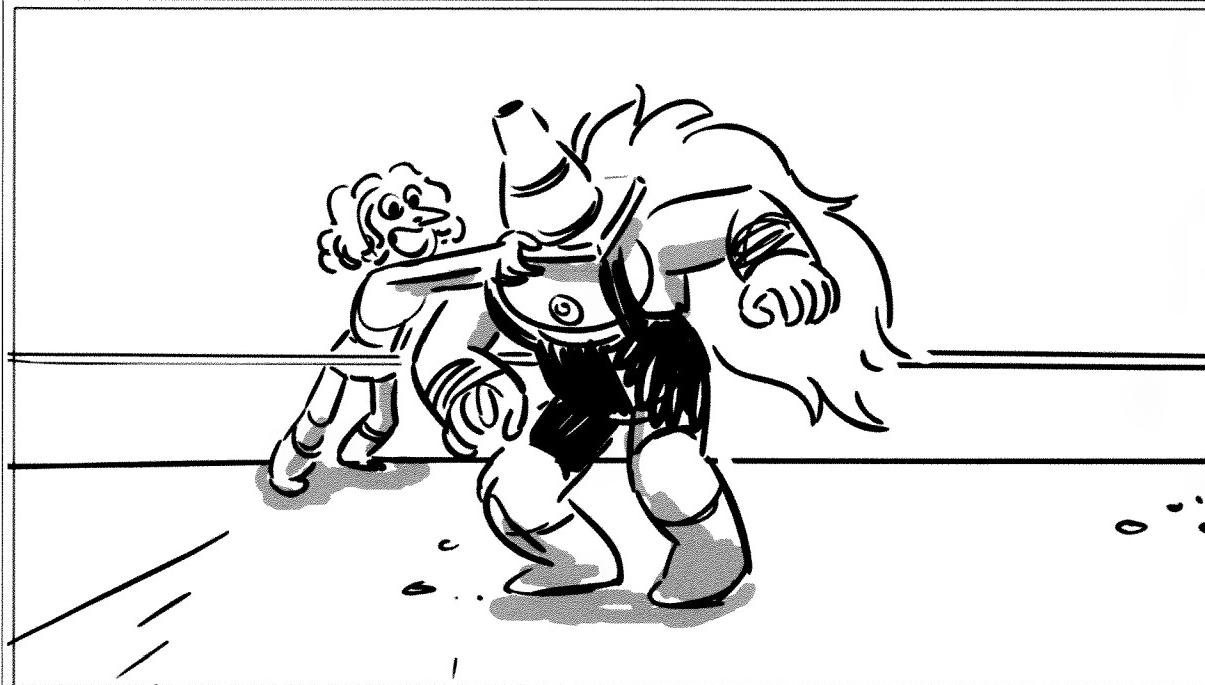
JUL 09 2013



1020.011

1020.011

Scene	Panel	
88	1	



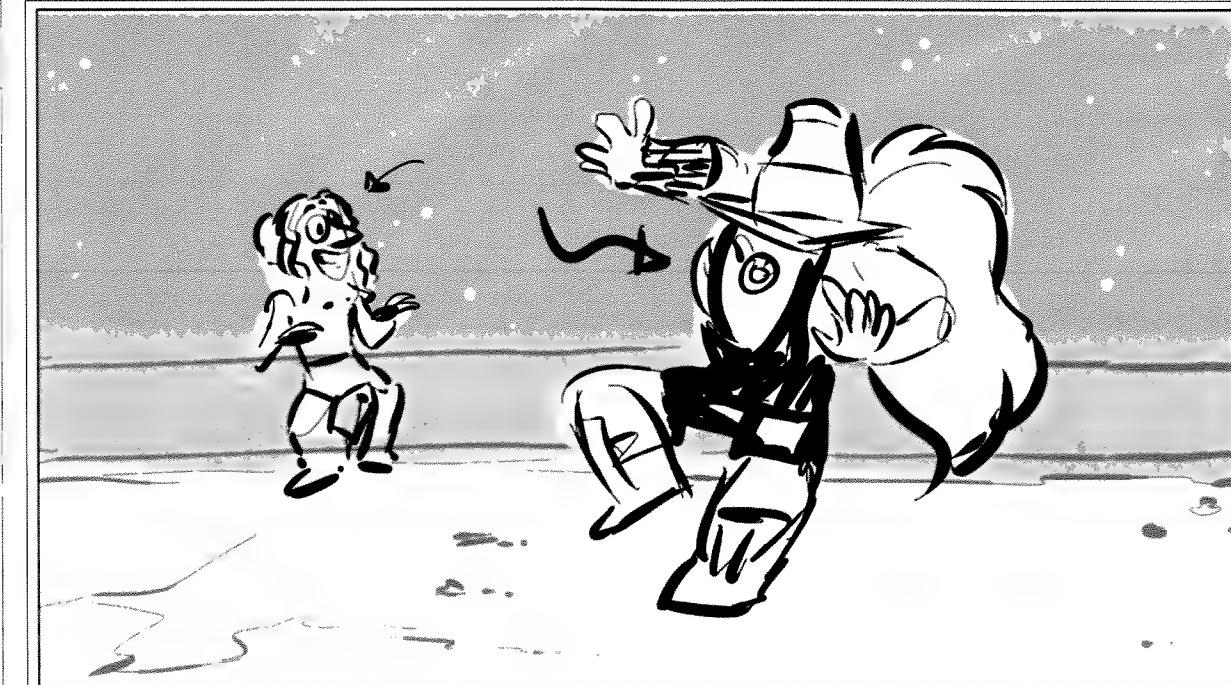
1020.011  
Dialog  
CROWD: <SHOCKED REACTIONS>

Action Notes  
Amethyst stumbles backwards.

Slugging  
Panels 1 + 2 = 1.03

Notes  
H.U. to previous scene. Wrestler still has his hands on the cone.

Scene	Panel	
88	2	<i>cont</i>



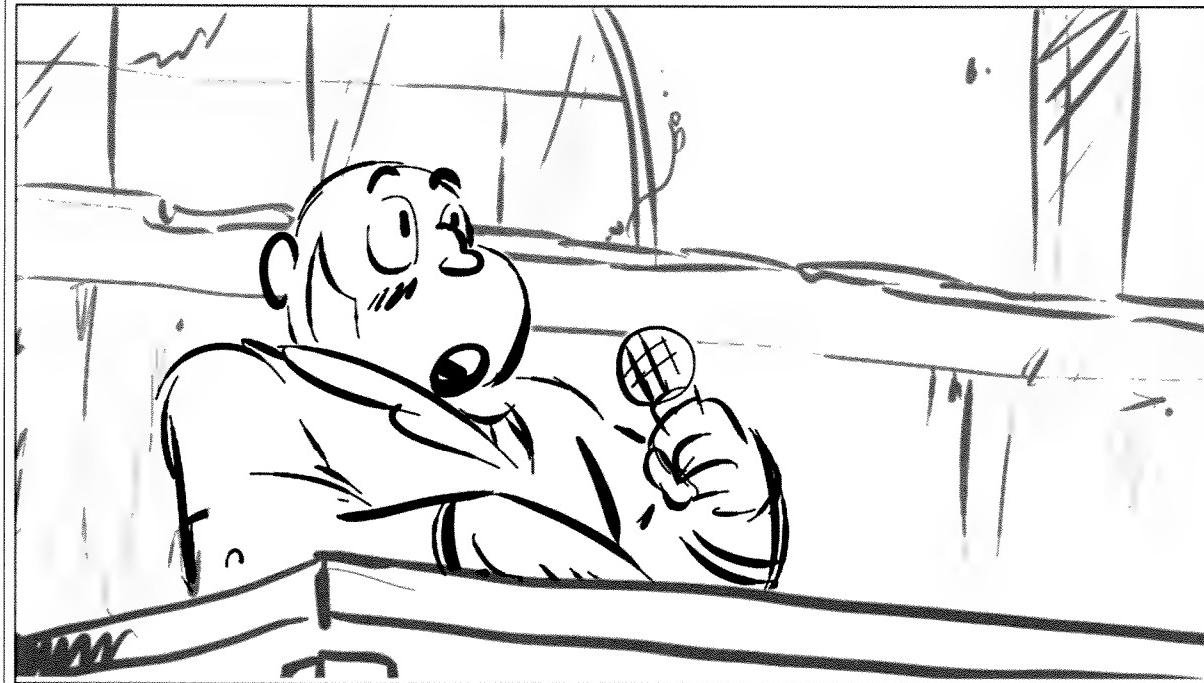
1020.011  
Dialog  
CROWD: <SHOCKED REACTIONS>

Action Notes  
Amethyst stumbles backwards.

JUL 09 LUI

1020.011

Scene 89 Panel 1



Action Notes  
-SP-

Slugging  
0.04

Scene 89 Panel 2 *cont*



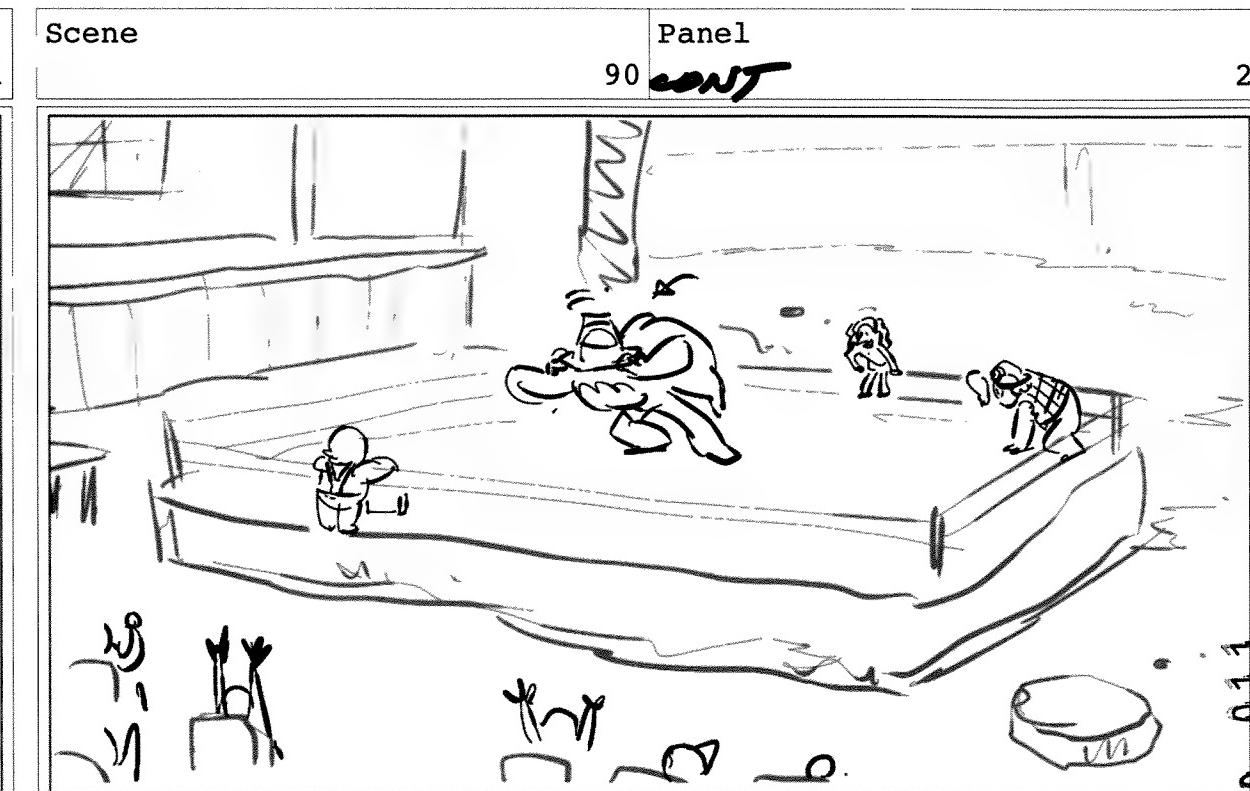
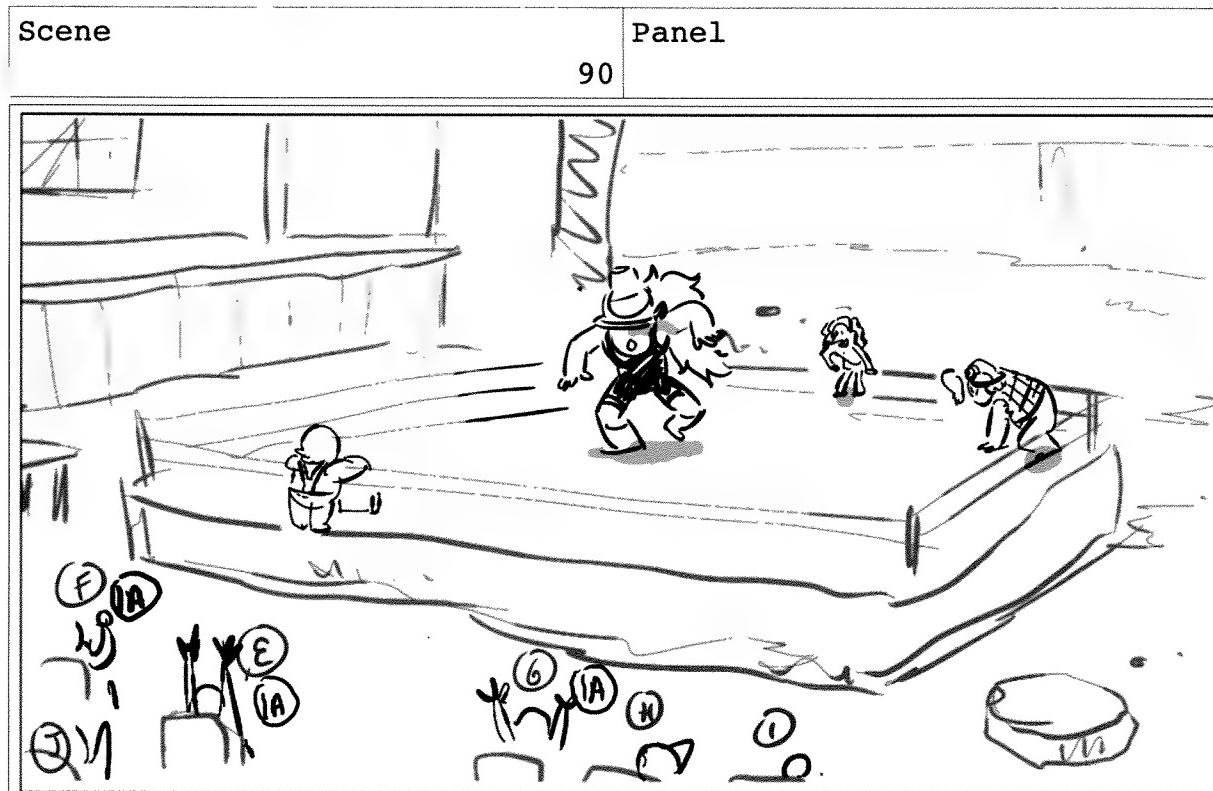
Dialog  
MR. SMILEY: WHAT A GROSS...

Slugging  
1.01

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1020.011

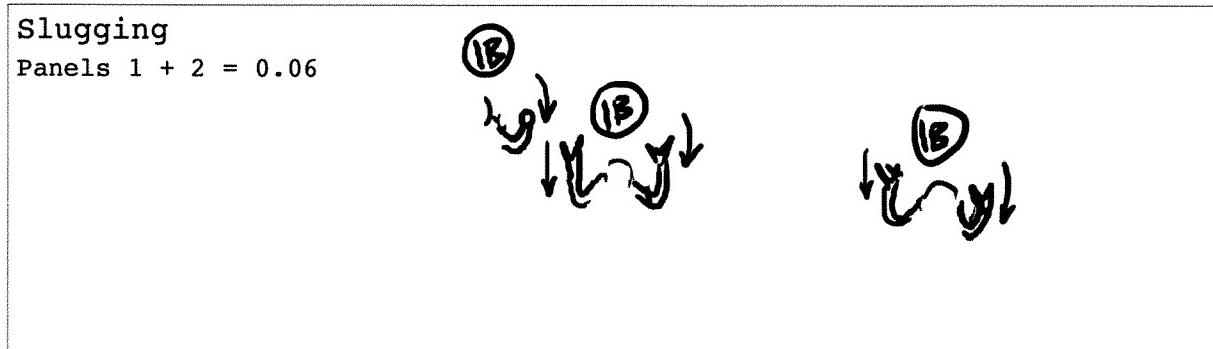
1020.011



1020.011

**Dialog**  
MR. SMILEY: ...MISUSE OF SAFETY EQUIPMENT!!

**Action Notes**  
Amethyst with cone on head struggles to fight.  
Crowd cheers



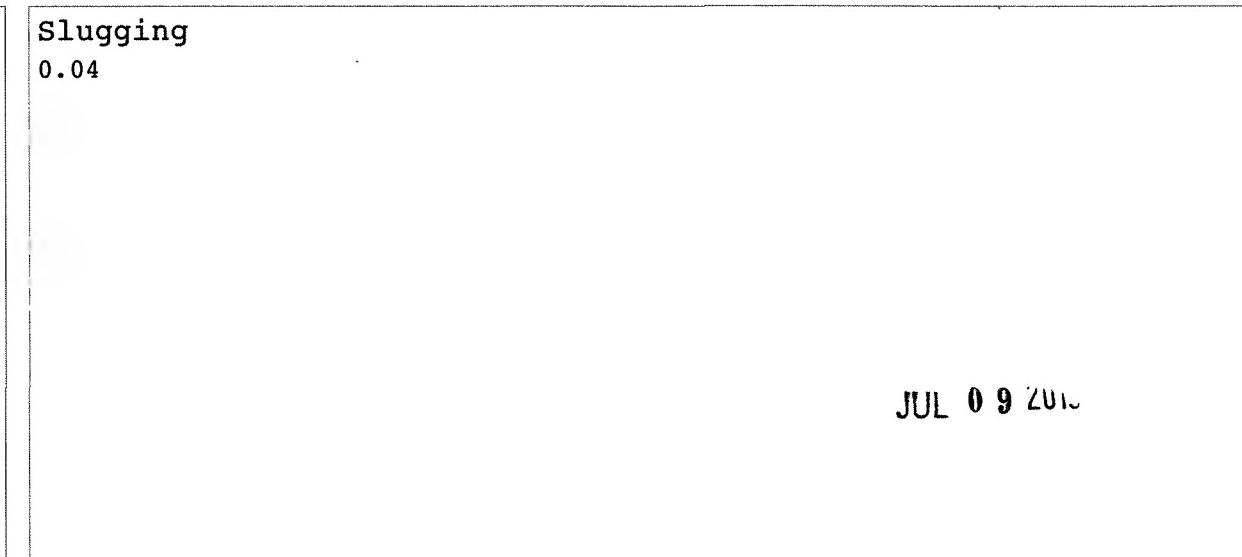
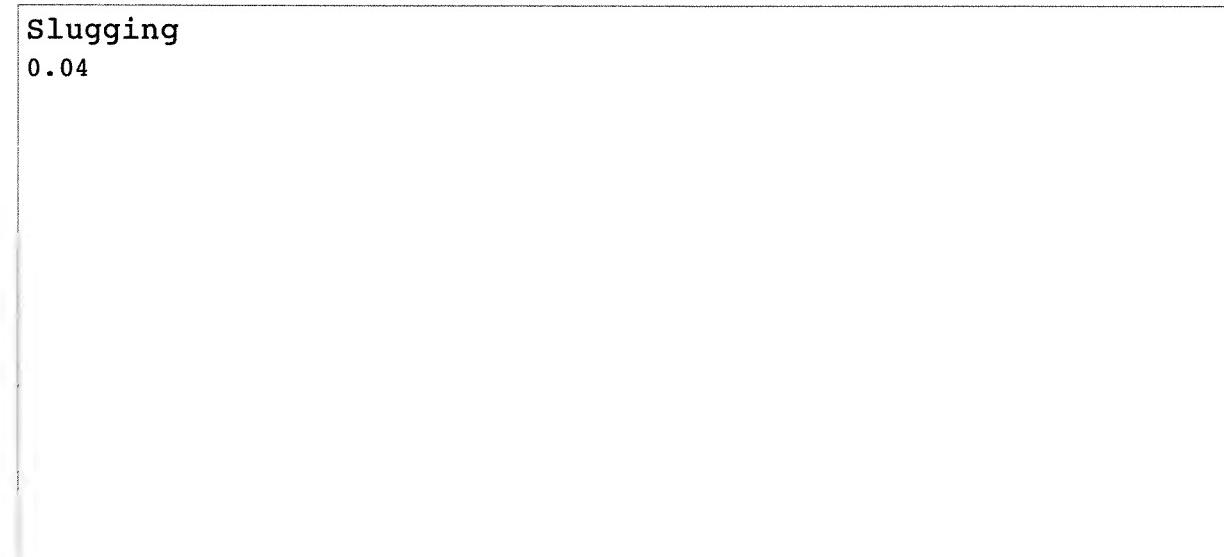
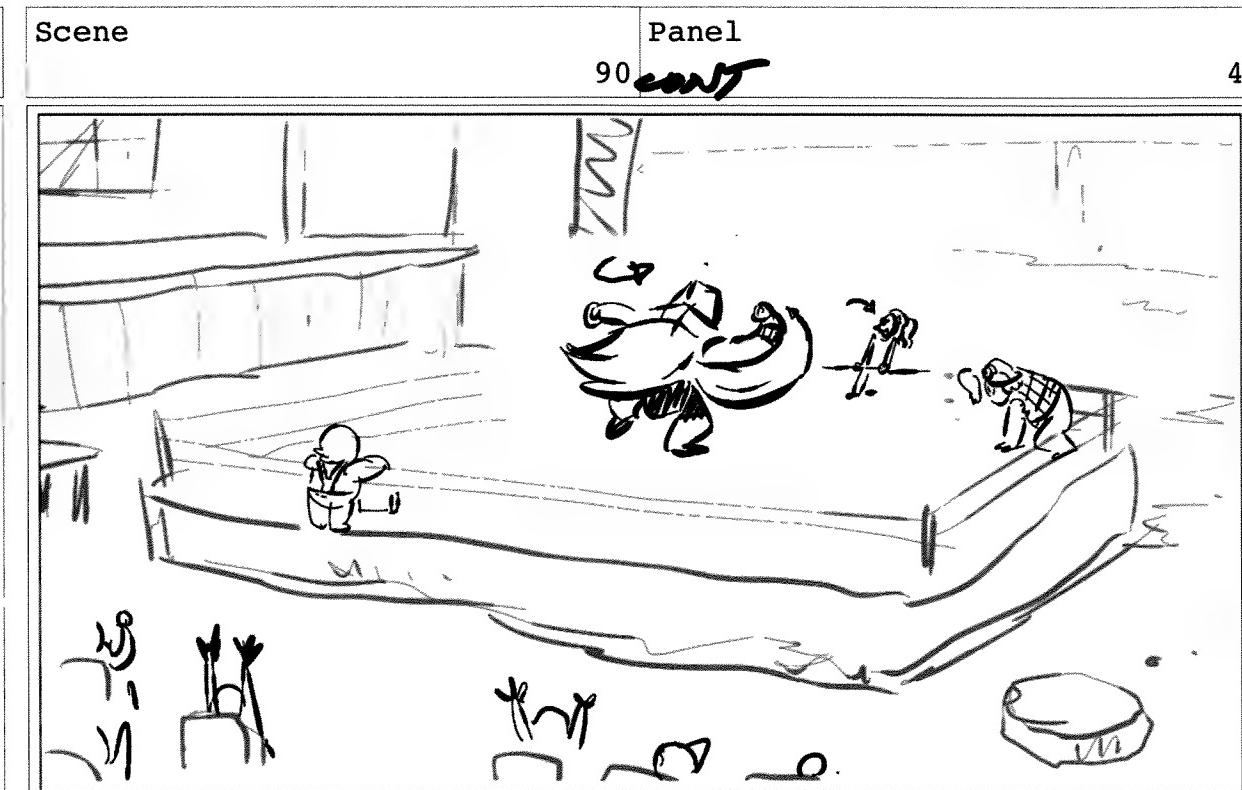
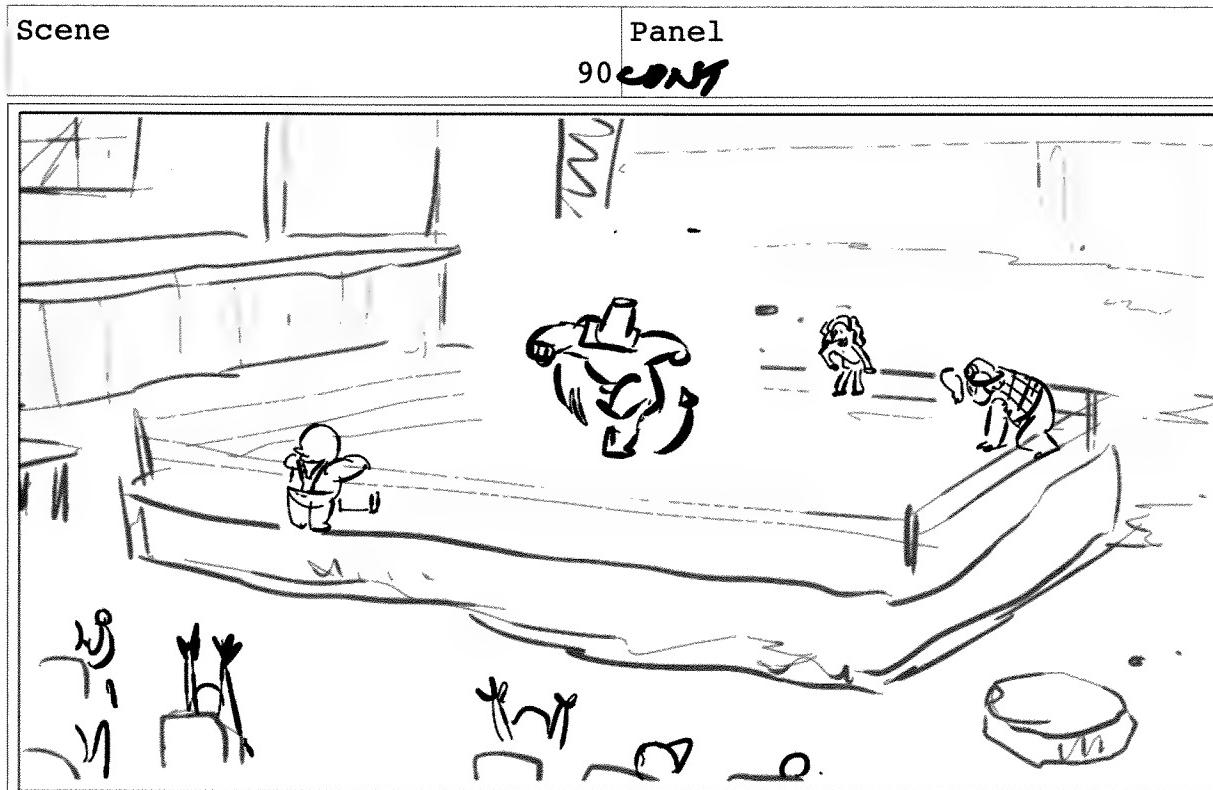
1020.011

**Dialog**  
MR. SMILEY: ...MISUSE OF SAFETY EQUIPMENT!!

**Action Notes**  
Amethyst with cone on head struggles to fight.

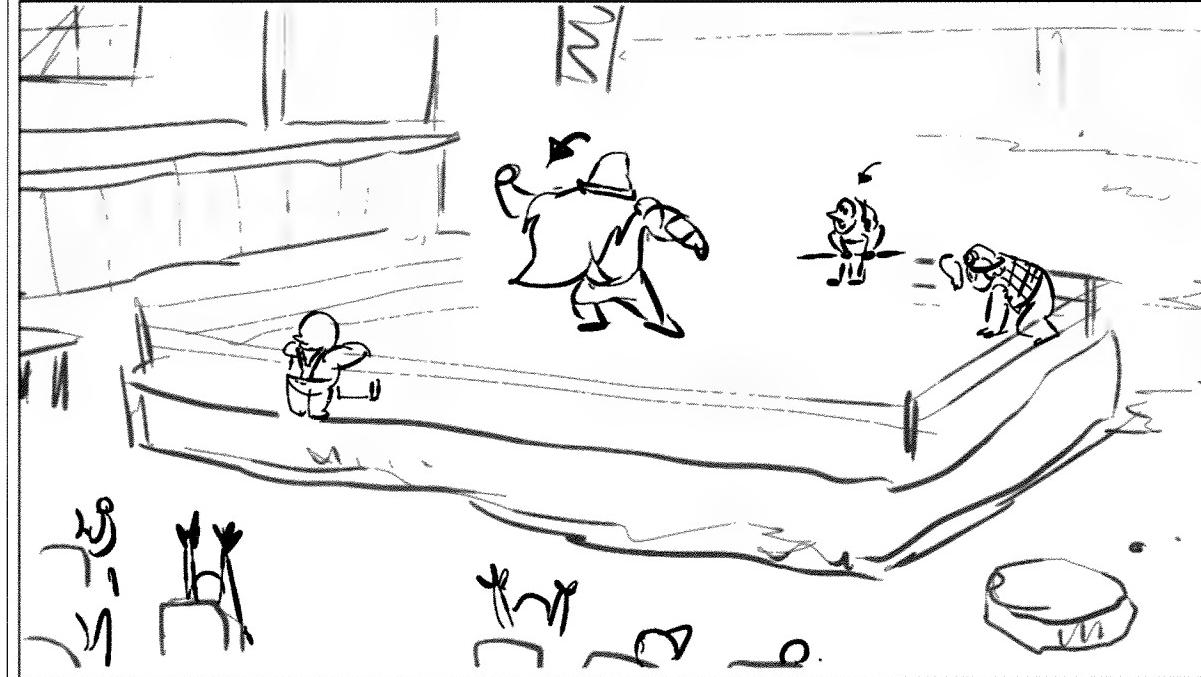
JUL 09 2013

1020.011

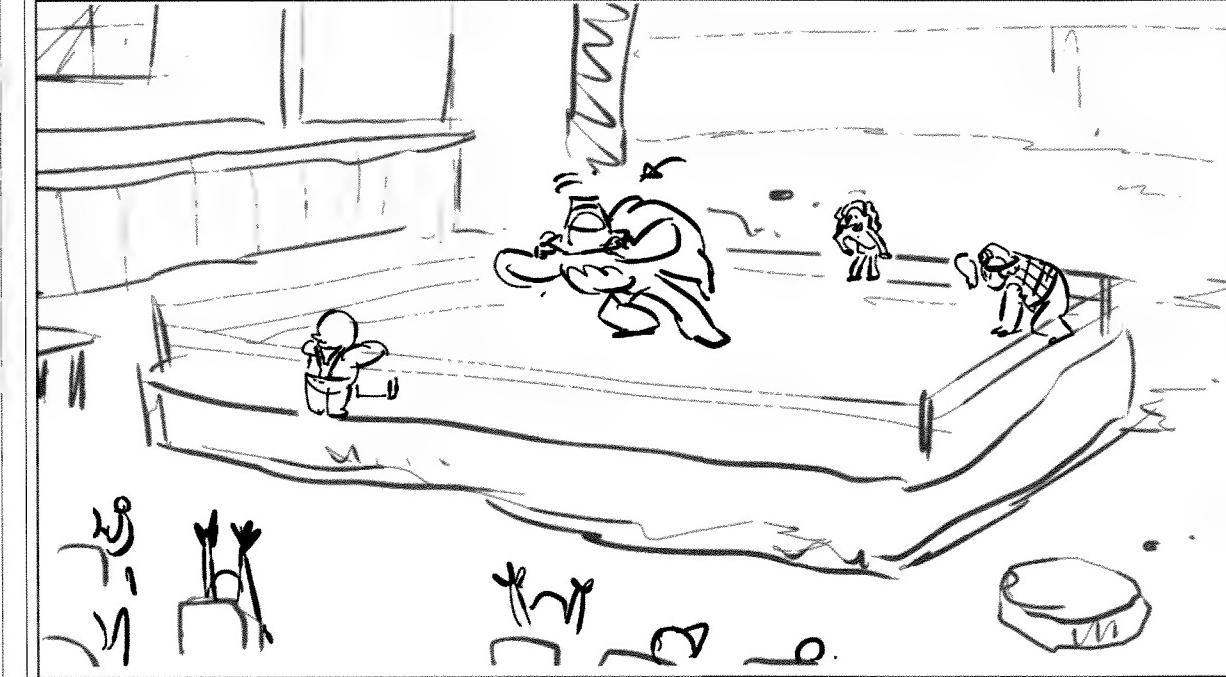


1020.011

Scene 90 Panel 5  
90 cont



Scene 90 Panel 6  
90 cont



1020.011  
Slugging  
0.12

Dialog  
MR. SMILEY: ...MISUSE OF SAFETY EQUIPMENT!!

Action Notes  
Amethyst with cone on head struggles to fight.

Slugging  
0.15

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1020.011

Scene 91 Panel 1



Scene 91 Panel 2  
*CONT*



1020.011

Dialog  
MR. SMILEY (os): ...AND YOUR TAX DOLARS!

Action Notes  
-SP-

Slugging  
1.15

Dialog  
STEVEN: THAT'S NOT...

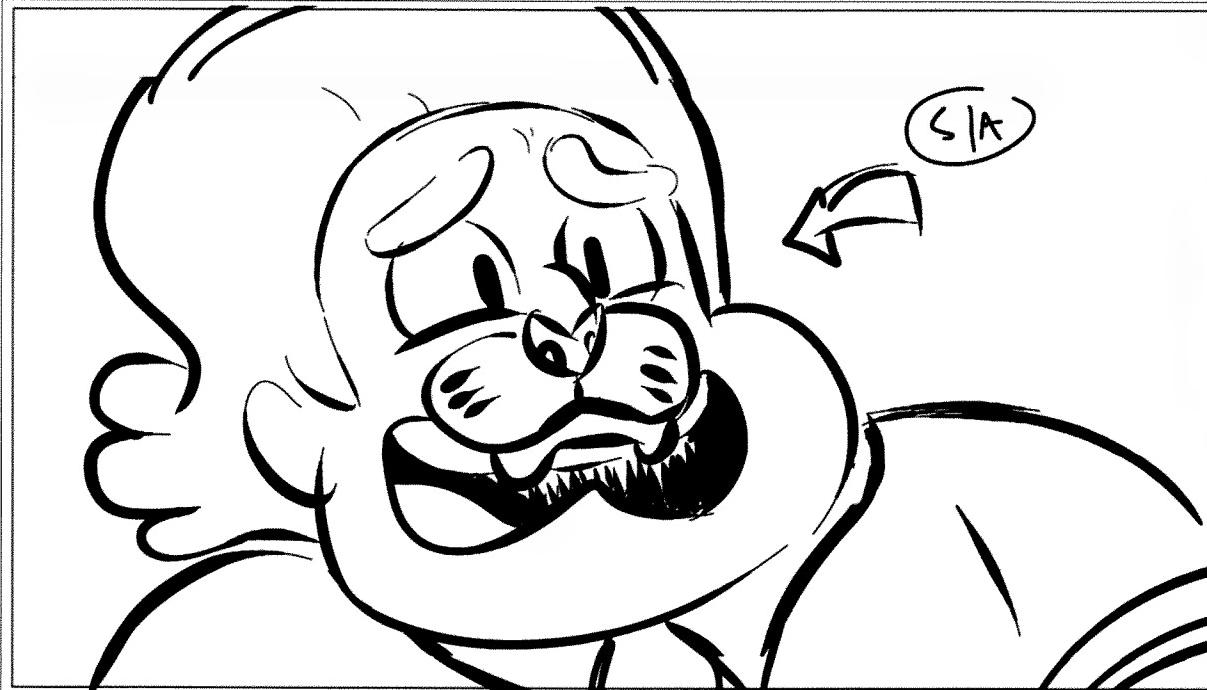
Action Notes  
Camera cut in close.

Slugging  
1.00

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1020.011

Scene 91 Panel 1  
91 *CONT* 3



Dialog  
STEVEN: ...FAIR!

Slugging  
1.08

Scene 92 Panel 1  
92 1



Dialog  
MR. SMILEY: IT MAY NOT SEEM FAIR,

Slugging  
2.06

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1020.011



1020.011

Dialog  
MR. SMILEY: BUT HEY!

Slugging  
1.09

Dialog  
MR. SMILEY: ANYTHING GOES IN WRESTLING.

Slugging  
2.05

JUL 09 2013

1020.011

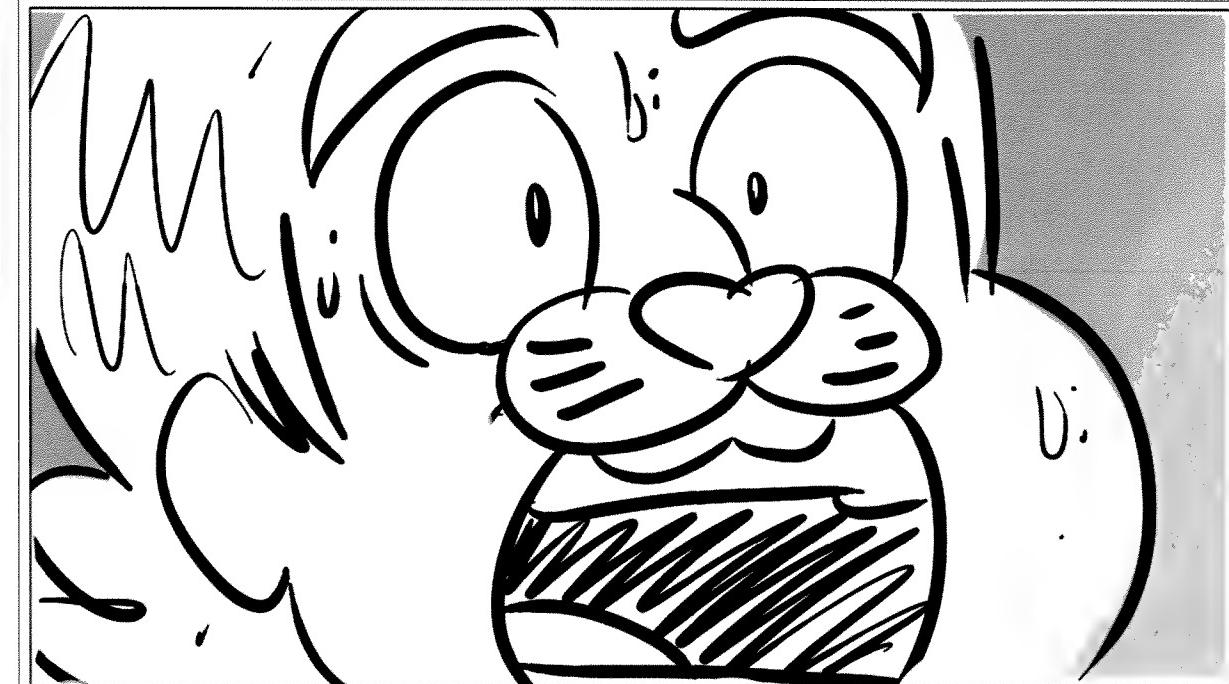
Scene 93 Panel 1



1020 · 011

Slugging  
0.04

Scene 93 Panel 2 cont



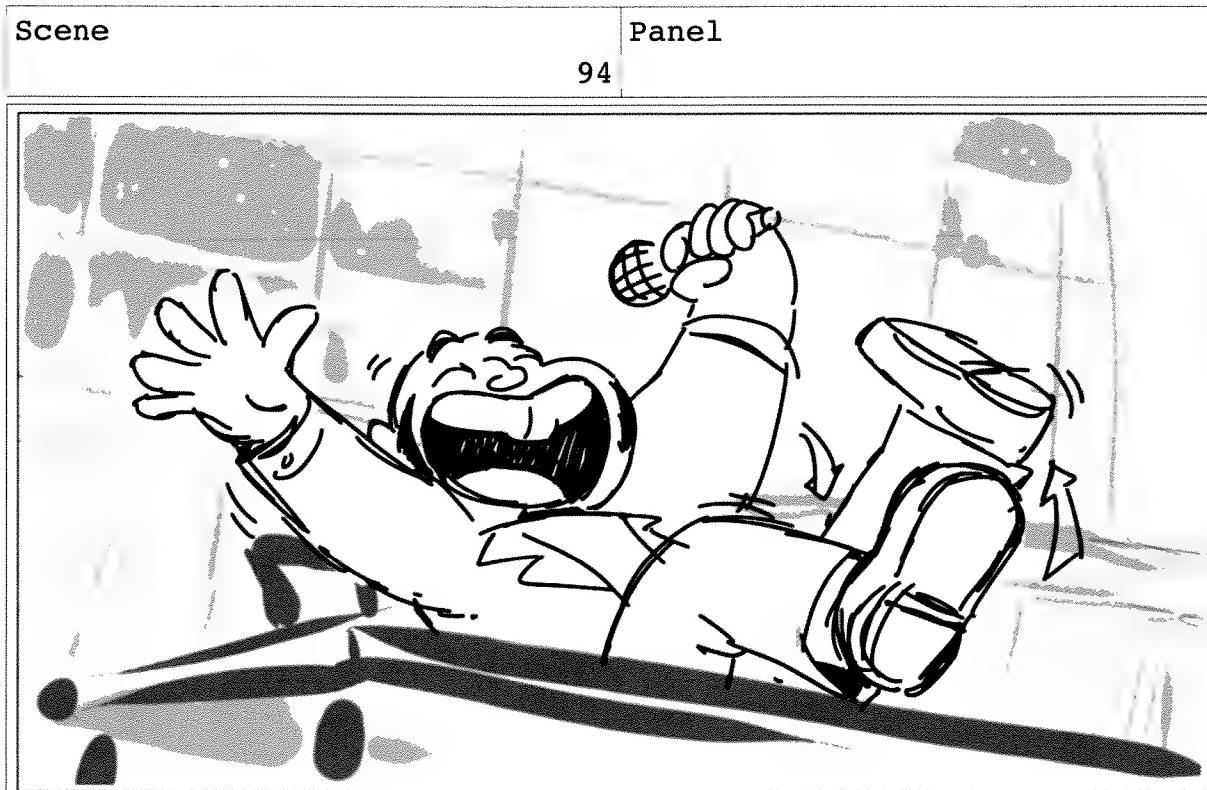
1020 · 011

Dialog  
STEVEN: IT DOES??

Slugging  
2.01

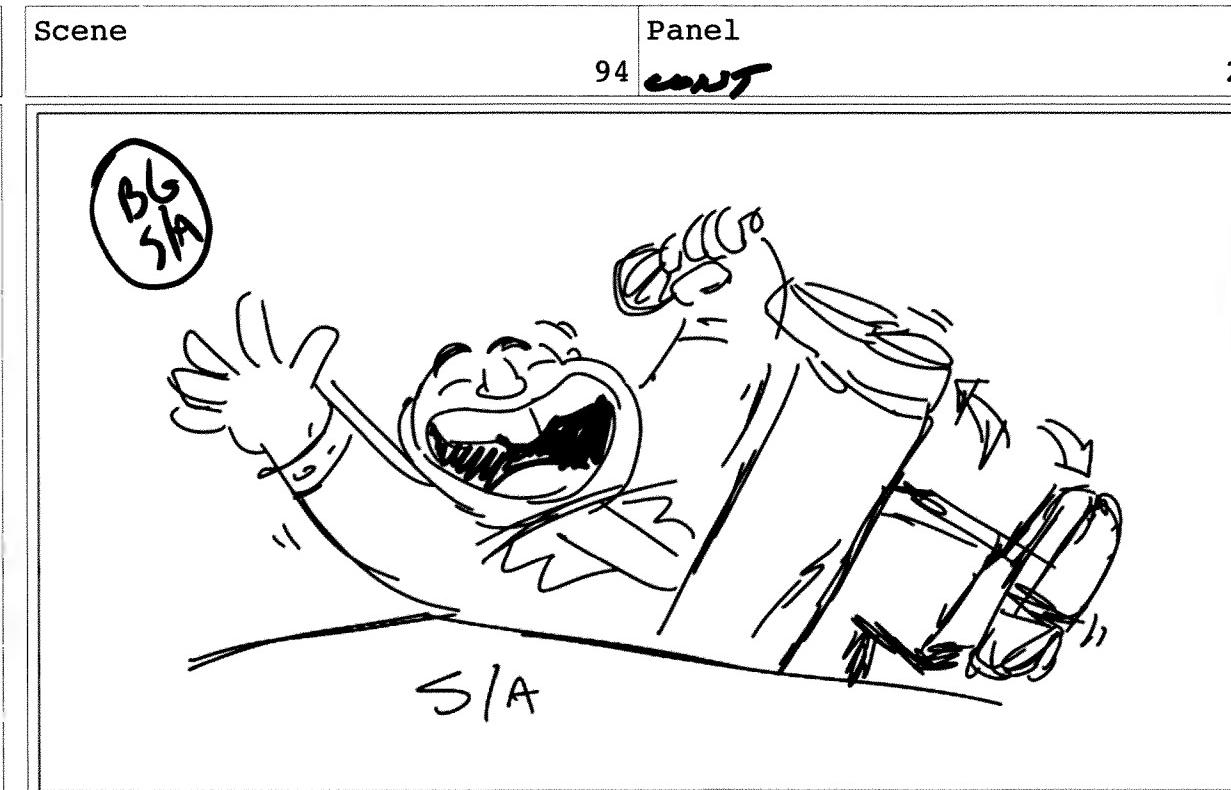
09 2013

1020 · 011



1020.011  
Dialog  
MR. SMILEY: OOH!

Slugging  
0.11

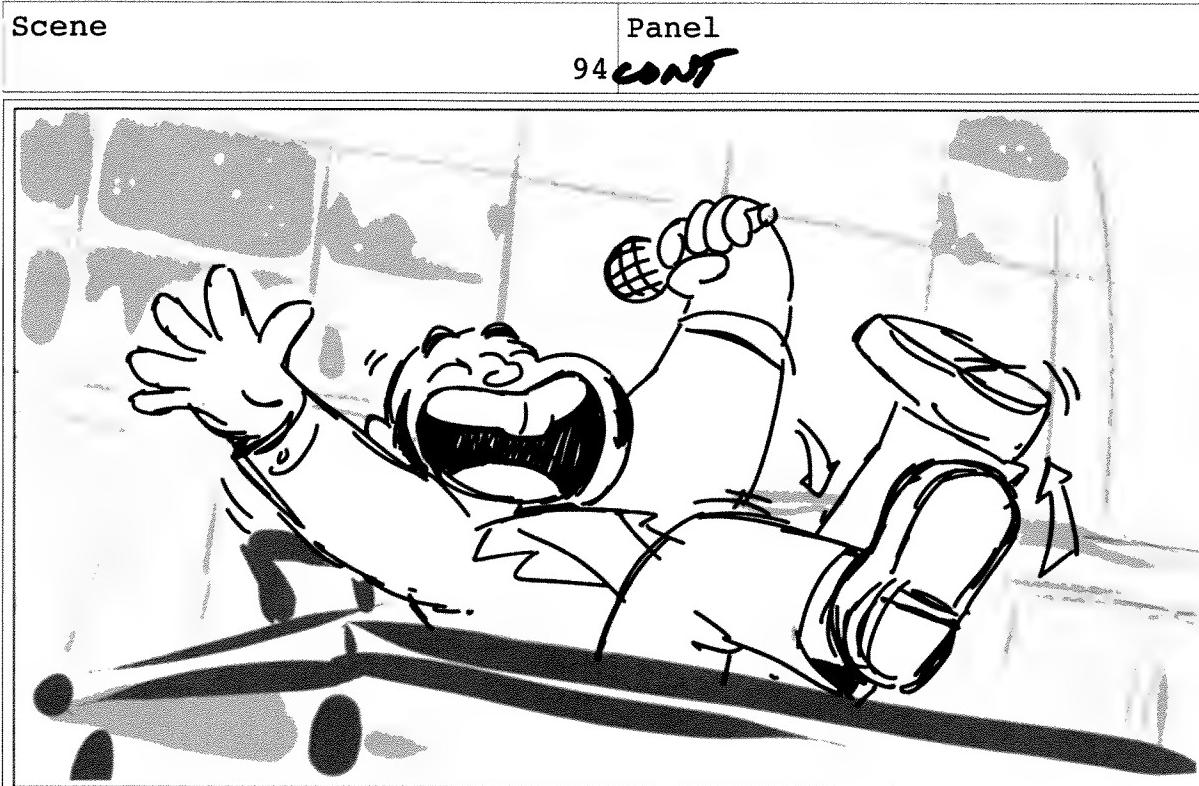


Dialog  
MR. SMILEY: YESSSS

Slugging  
0.11

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1020.011



Dialog  
MR. SMILEY: IT

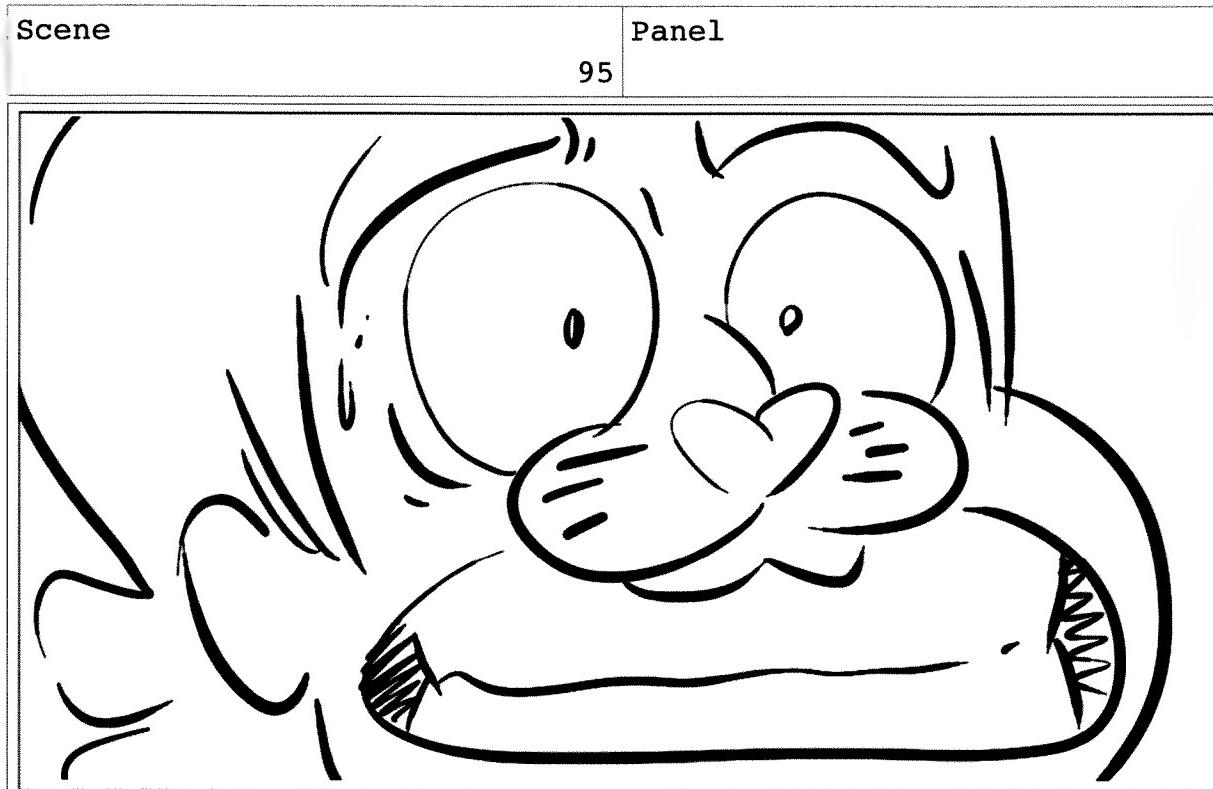
Slugging  
0.07

Dialog  
MR. SMILEY: DOOOOES!!!

Slugging  
1.05

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1020.011



1020 . 011

Slugging  
0.04

Dialog  
STEVEN: LOOKS LIKE THIS TIGER'S GOTTA TURN 'CHEETAH!'

1020 . 011

Slugging  
4.14

JUL 09 2013

1020 . 011



Dialog  
STEVEN: HEY!!

Action Notes  
Steven waves arm left and right repeatedly.

Slugging  
Panels 1 + 2 = 1.05

Notes  
H.U. Steven to previous scene.



Dialog  
STEVEN: HEY!!

Action Notes  
Steven waves arm left and right repeatedly.

Notes  
H.U. Steven to previous scene.

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1020.011

1020.011

Scene	Panel
96	<i>cont</i>

Scene	Panel
96	<i>cont</i>

3

4



1020 . 011

#### Dialog

STEVEN: CHUNK TRUCK!

#### Action Notes

Amethyst falls to the ground / still.

#### Slugging

0.08

#### Slugging

1.03

1020 . 011

JUL 09 2013

1020 . 011

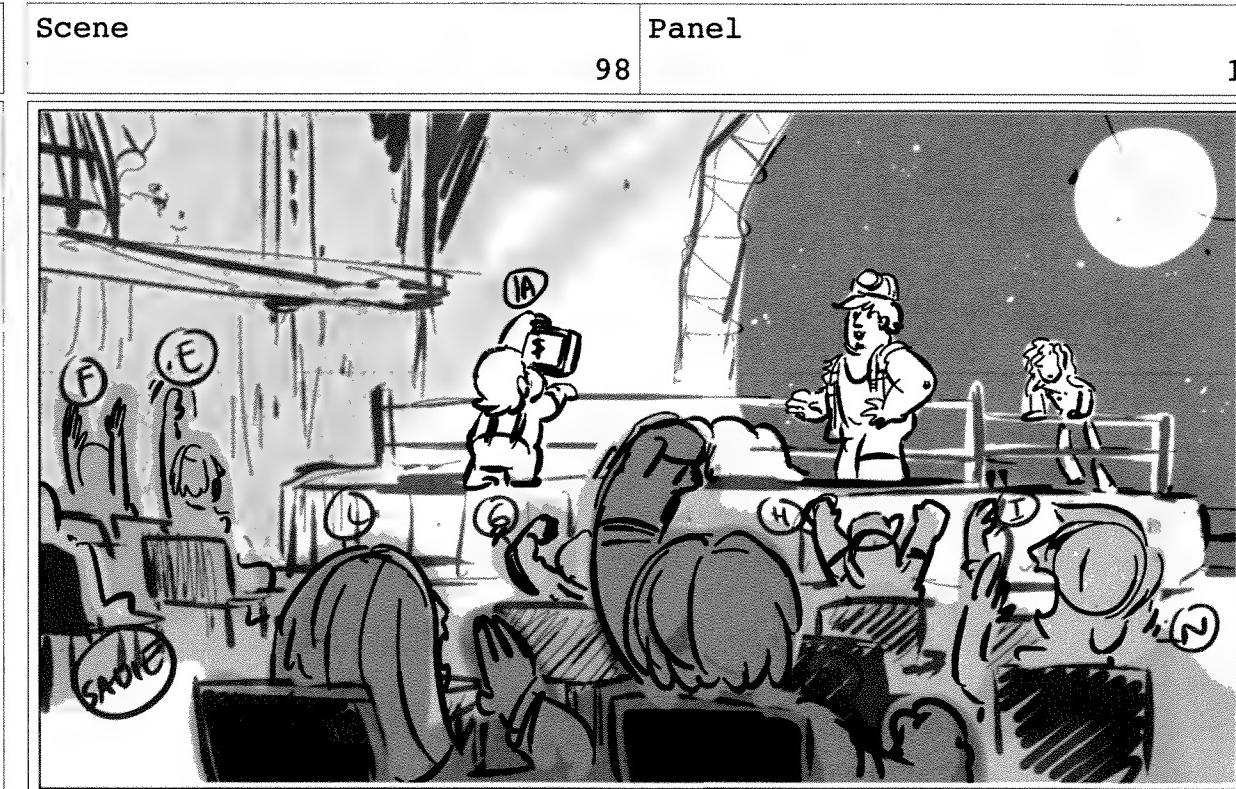
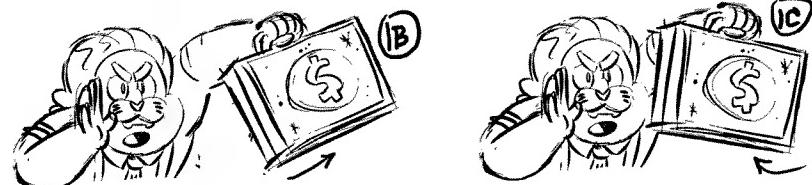


Dialog  
STEVEN: I'LL GIVE YOU A MILLION JUNGLE BUCKS TO THROW THE MATCH!

Action Notes  
Steven waves money briefcase left and right.

Slugging  
4.10

Notes  
H.U. Steven previous scene, hands waving, bring money briefcase up.



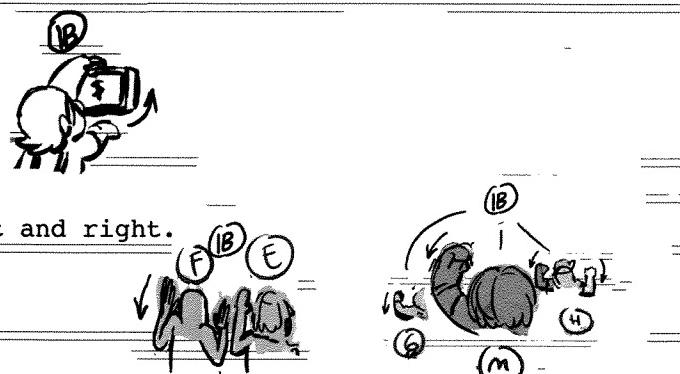
Dialog  
CROWD: <ANGRY WALLA>

MR. SMILEY: WHAT'S THIS??

Action Notes  
Steven waves money briefcase left and right.

Slugging  
2.02

Notes  
H.U. Steven to previous scene. Right hand up by his mouth.



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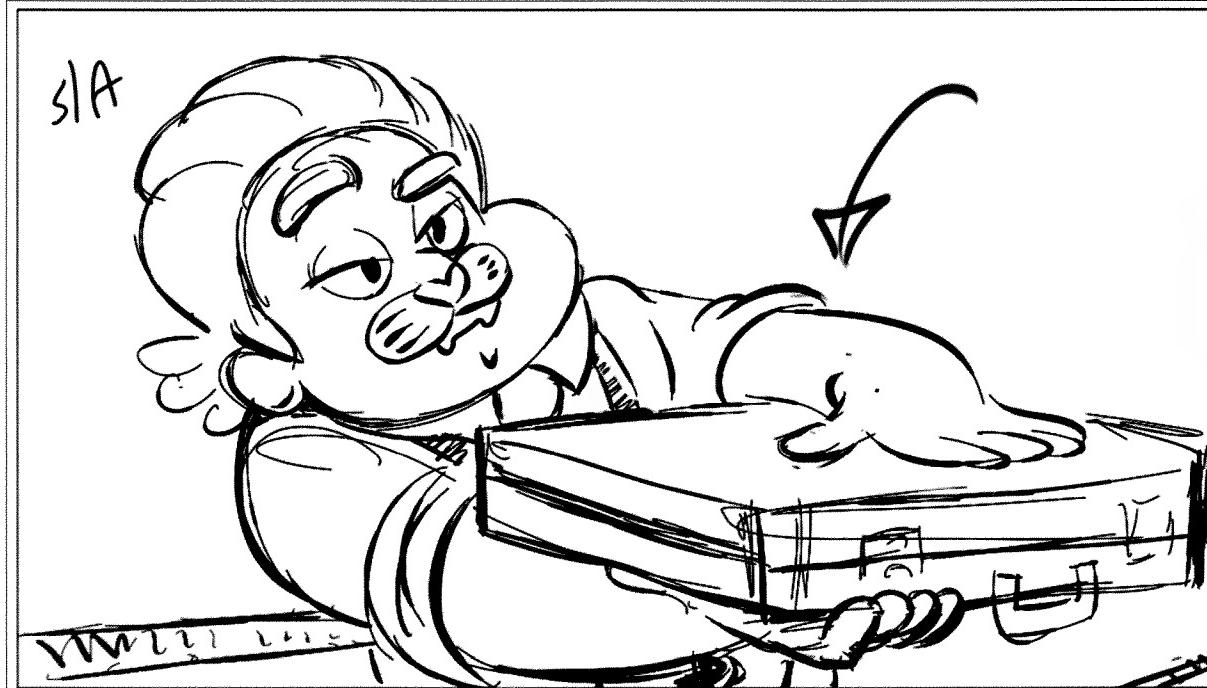
1020.011

1020.011

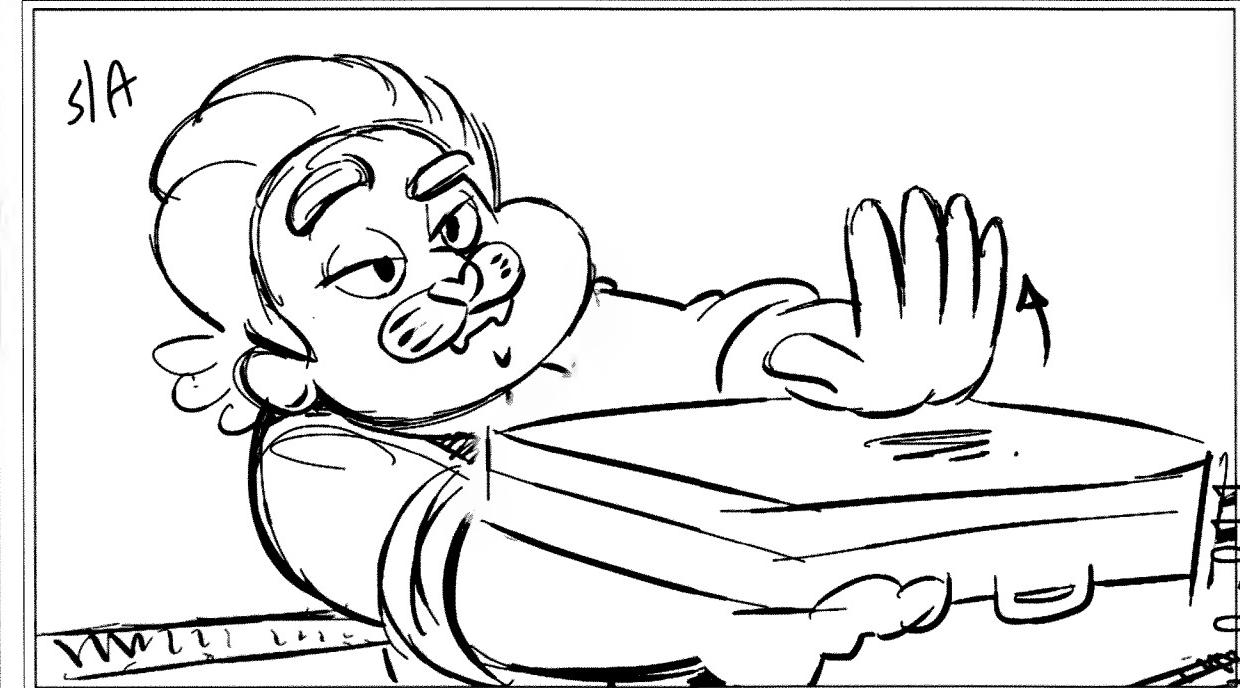
1020.011



Scene 99 Panel 99 **cont** 3



Scene 99 Panel 99 **cont** 4



1020 . 011

**Dialog**

MR. SMILEY (os): ...A BRIBE!

**Action Notes**

Steven pats briefcase 1A - 1B - 1A - 1B

**Slugging**

Panels 3 + 4 x 2.5 = 0.15

Total cycle frames: 2.08

JUL 09 2013

1020 . 011

Scene	Panel	
	100	1



#### Dialog

CHUNK TRUCK: WHY--- WE COULD FILL A THOUSAND POTHOLE WITH....

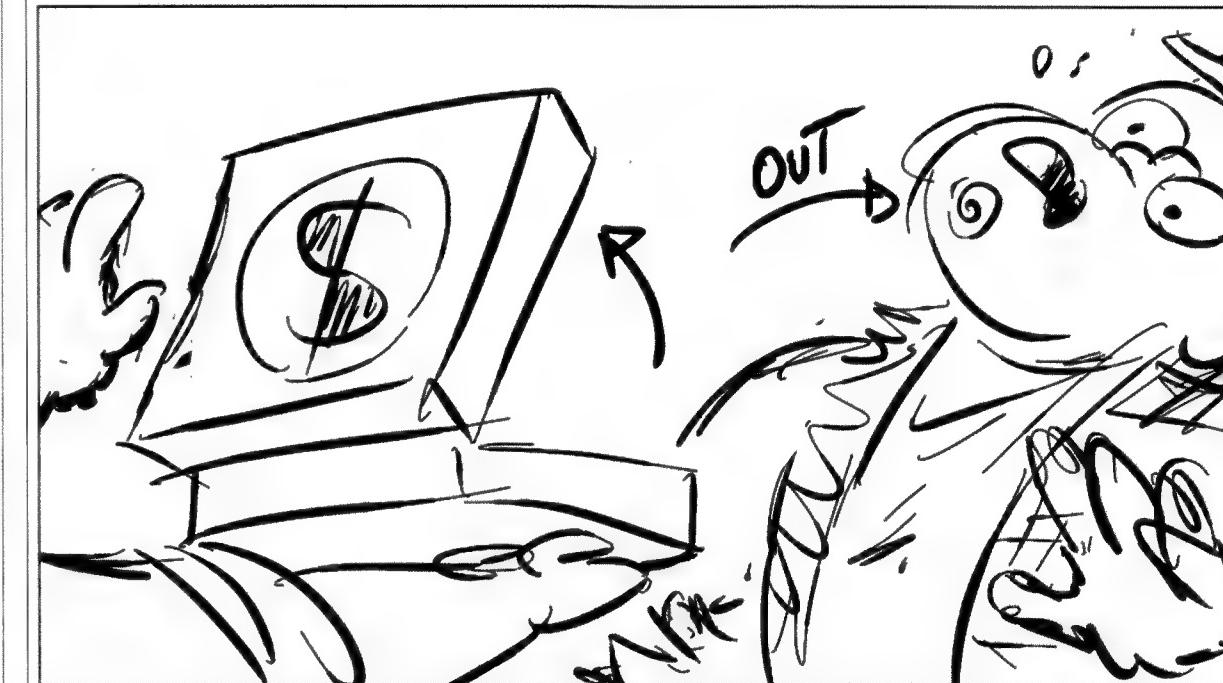
#### Action Notes

Chunk Truck IN - approaches suitcase.

#### Slugging

3.08

Scene	Panel	
	100	2 CONT



#### Action Notes

Steven opens suitcase - hits Chunk Truck in the face.

#### Slugging

0.12



1020.011

1020:011

1020:011

Scene 101 Panel 1



#### Action Notes

Lars and Sadie with popcorn.

#### Slugging

0.04

Scene 101 Panel 2



#### Dialog

LARS: AW SNAP!

#### Action Notes

Lars shoots up, drops his own popcorn and knocks Sadies popcorn out of her hands.

#### Slugging

1.11

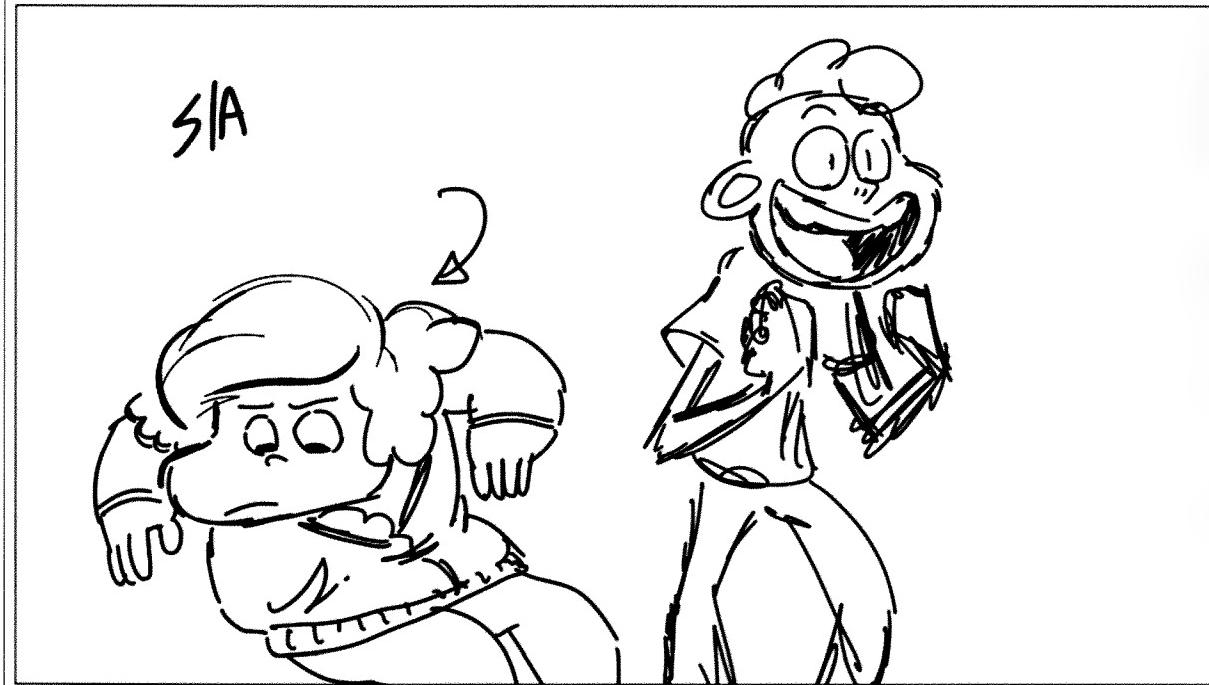
JUL 09 2013



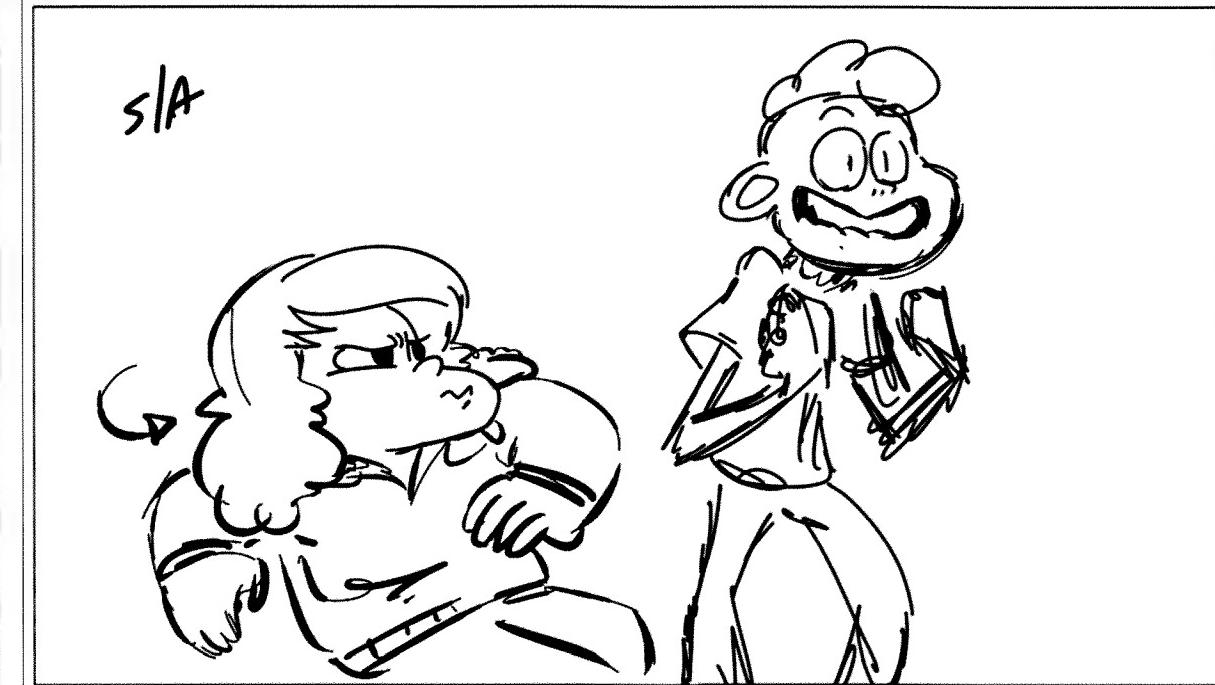
1020.011

1020.011

Scene 101 **cont** Panel 3



Scene 101 **cont** Panel 4



1020 . 011

**Dialog**

LARS: DID YOU SEE THAT!??!

**Action Notes**

Sadie looks down at lost popcorn.

**Slugging**

0.14

**Action Notes**

Sadie looks at excited Lars with disapproval.

**Slugging**

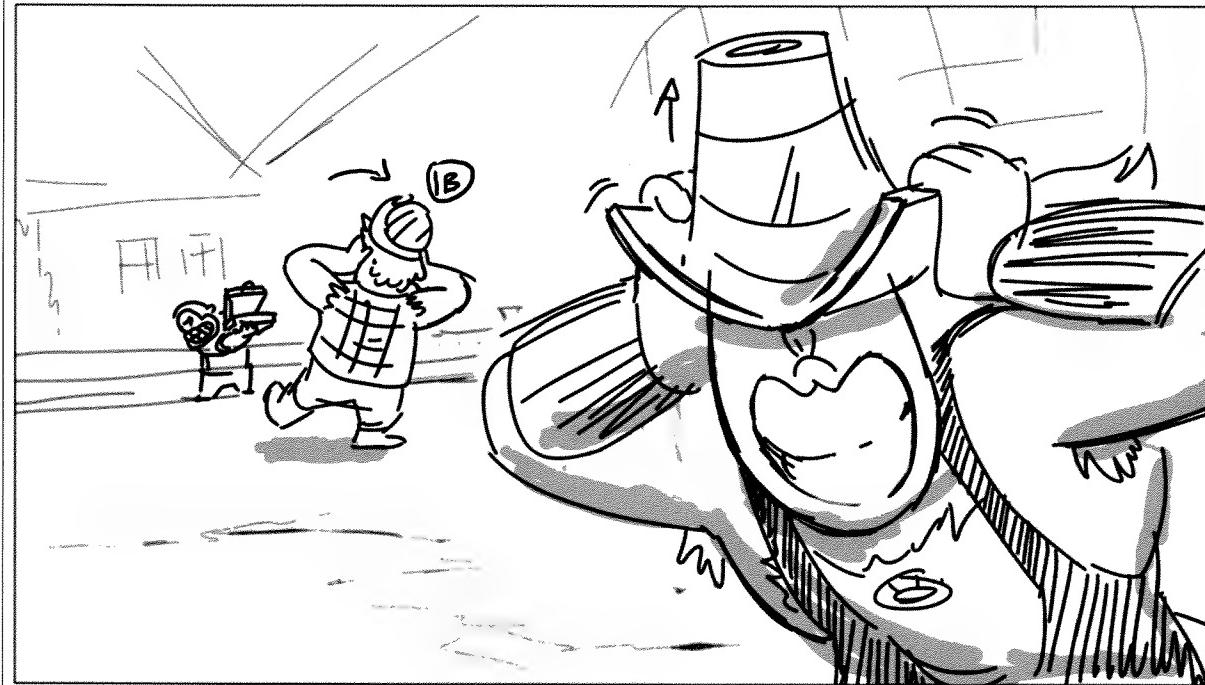
0.15

1020 . 011

JUL 09 2013

1020 . 011

Scene	Panel	
102	102	1



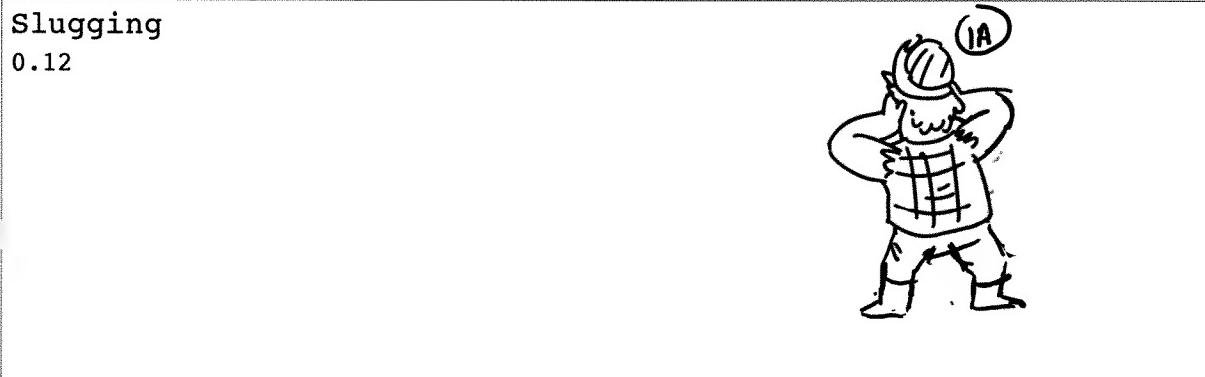
Scene	Panel	
102	102	2 cont



1020.011

**Dialog**  
CHUNK TRUCK: <IN PAIN>

**Action Notes**  
Amethyst pulls the traffic cone.



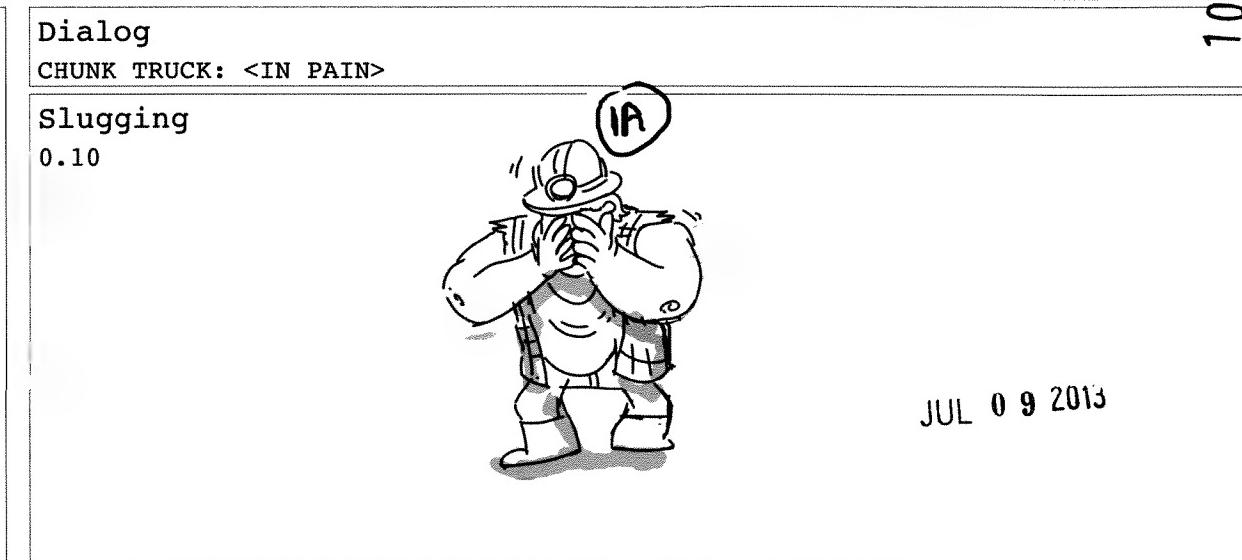
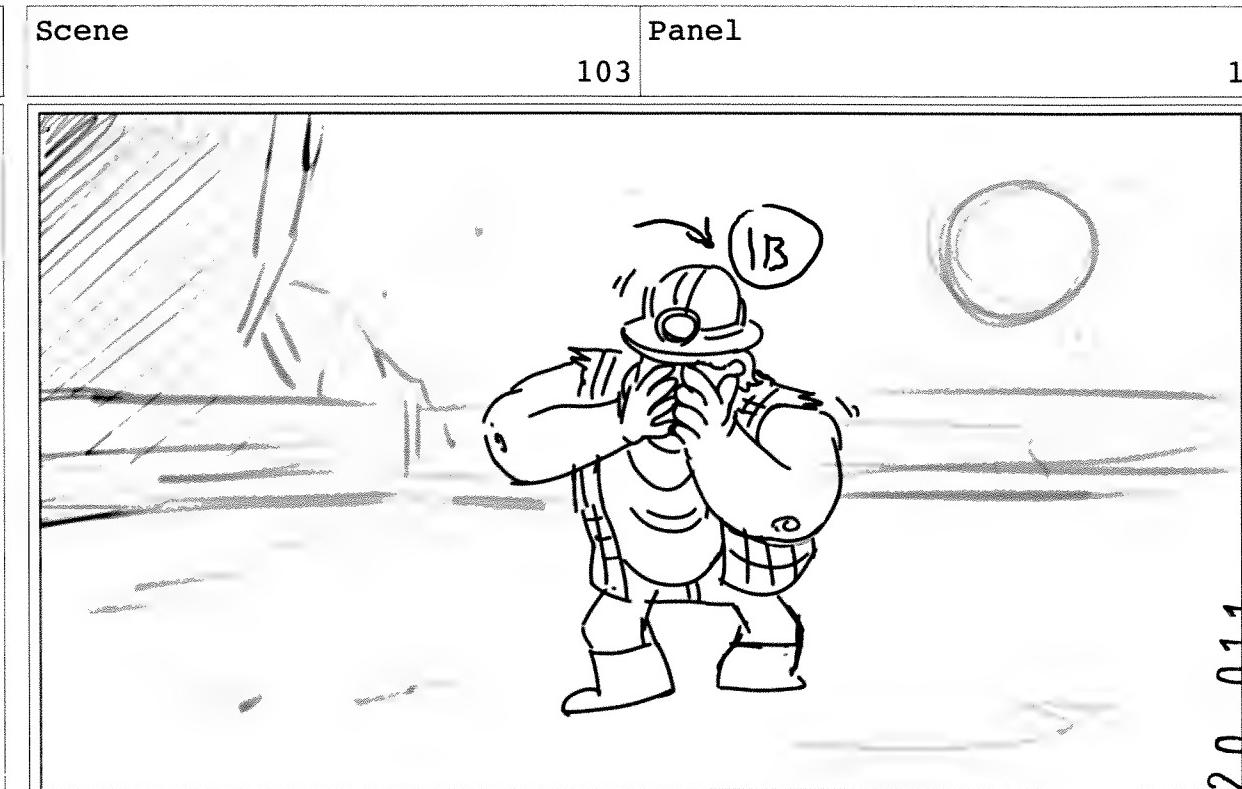
**Action Notes**  
Cone pops off Amethyst. Chunk Truck stumbles around.

**Slugging**  
1.01

JUL 09 2013

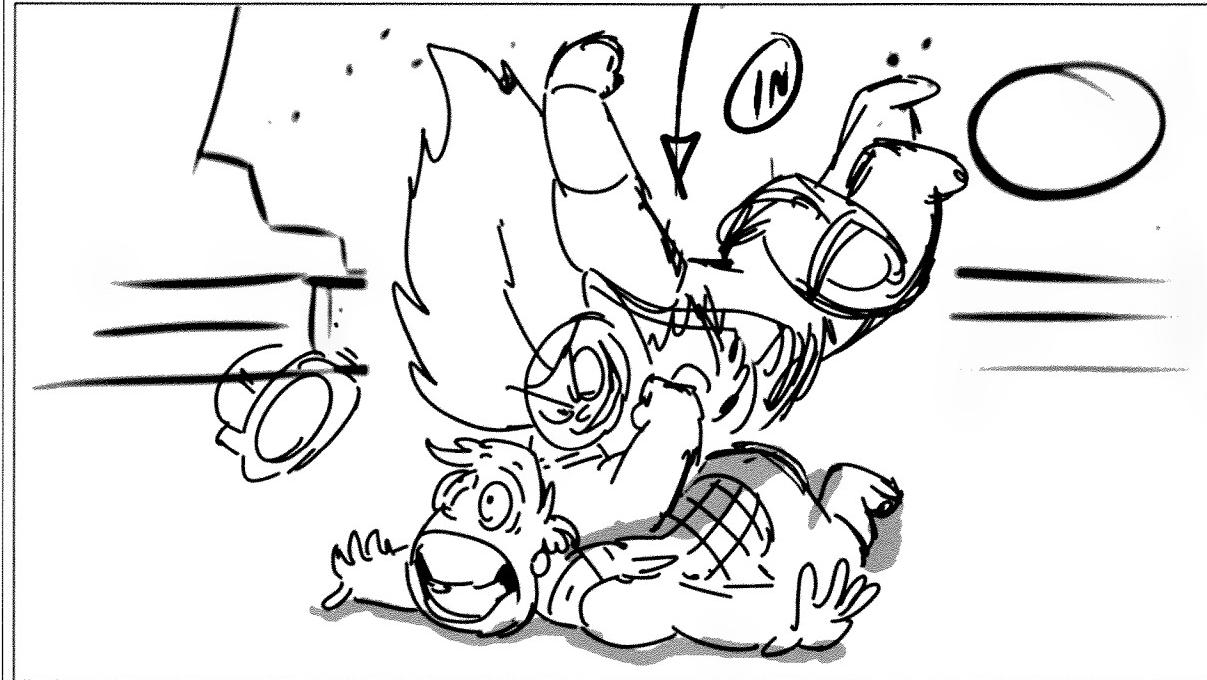
1020.011

1020.011

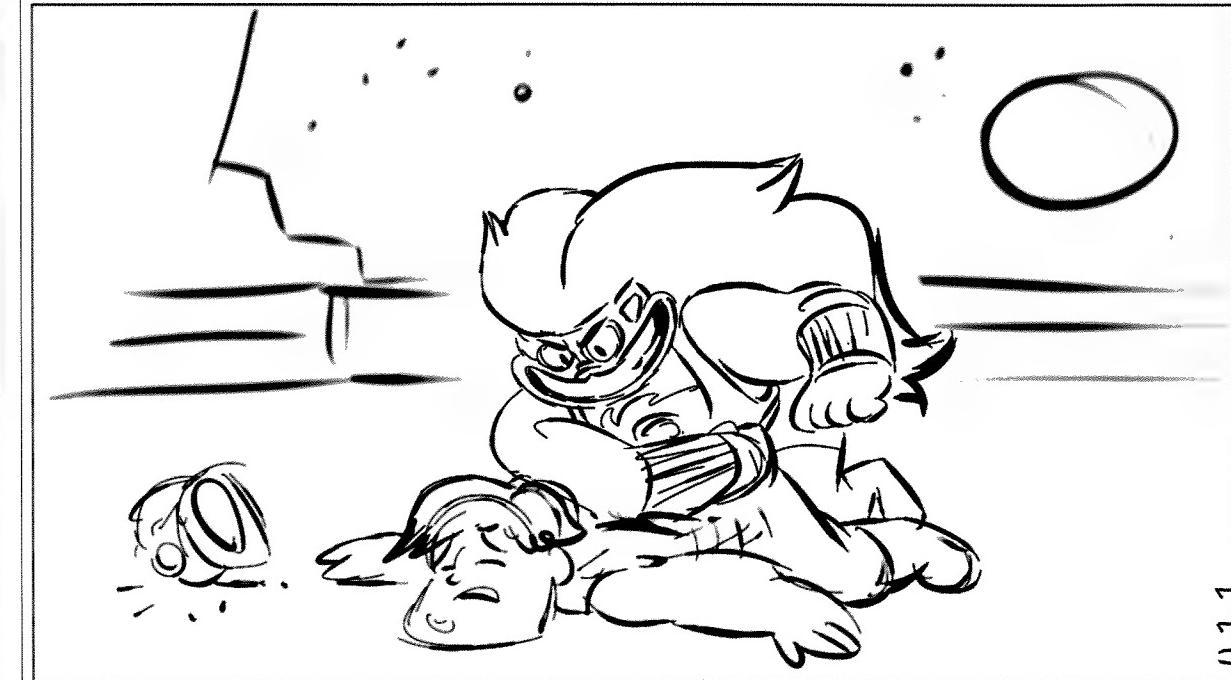


1020.011

Scene 103 Panel 2  
103 cont



Scene 103 Panel 3  
103 cont



Dialog  
CHUNK TRUCK: <IMPACT> OOOOW!

Slugging  
0.05

Dialog  
CROWD: <ROARS WITH ANGER >

Slugging  
1.06

1020.011

JUL 09 2013

1020.011

Scene 104 Panel 1



1020.011  
Slugging  
0.04

Scene 104 Panel 2  
*cont*



1020.011  
Dialog  
CROWD: <ANGRY WALLA>  
MR. SMILEY: OOH!

Slugging  
1.00

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1020.011

Scene	Panel	
	105	1



**Dialog**

MR. SMILEY (os): ...I MEAN... JUST... WOW...

**Action Notes**

STEVEN blushes

**Slugging**

0.06

Scene	Panel	
	105	2 <i>cont</i>



**Action Notes**

Steven wave 2A - 2B - 2A - 2B

**Slugging**

Panels 2 + 3 x 2.5 = 0.12

Total cycle frames: 1.14

JUL 09 2013

1020.011

1020.011

1020.011

Scene 105 Panel **cont** 3



Scene 105 Panel **cont** 4



1020 . 011

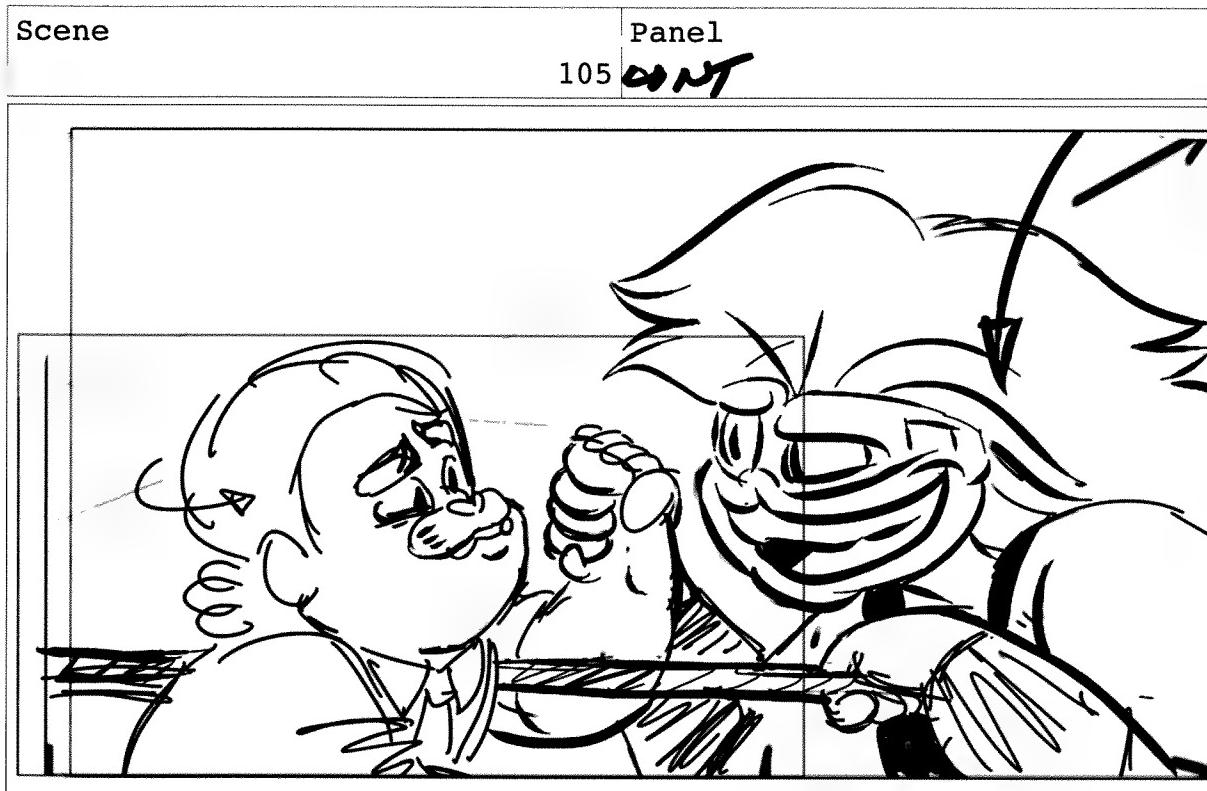
Action Notes  
Amethyst hand IN grabs Steven's hand.

Slugging  
0.06

JUL 09 2011

1020 . 011

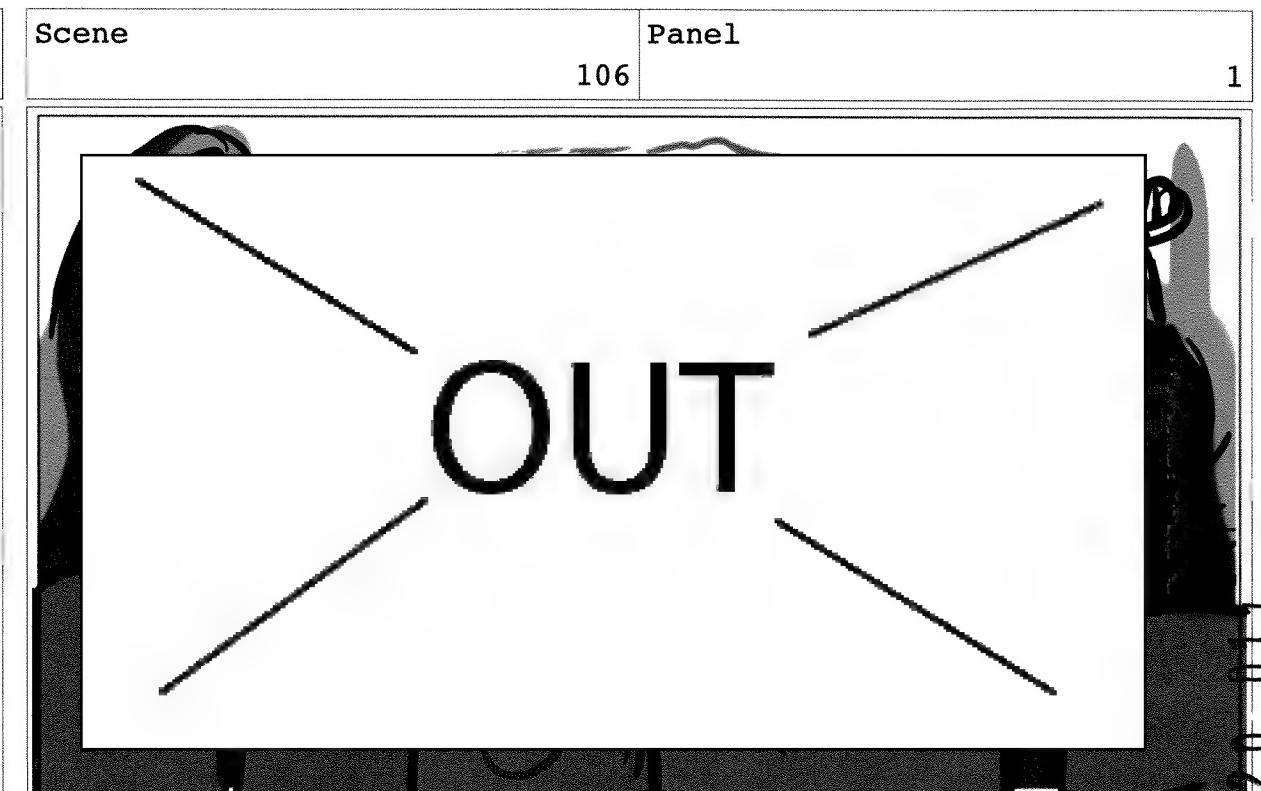
1020 . 011



Dialog  
AMETHYST: WAY TO GO TIGER!

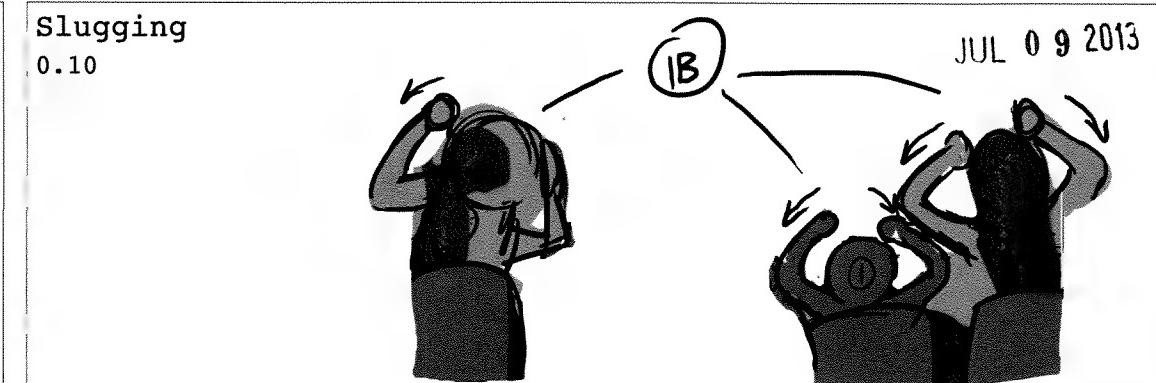
Action Notes  
T.O. - Amethyst bends down into scene.

Slugging  
ADJ: 0.05  
Then HOLD: 2.02

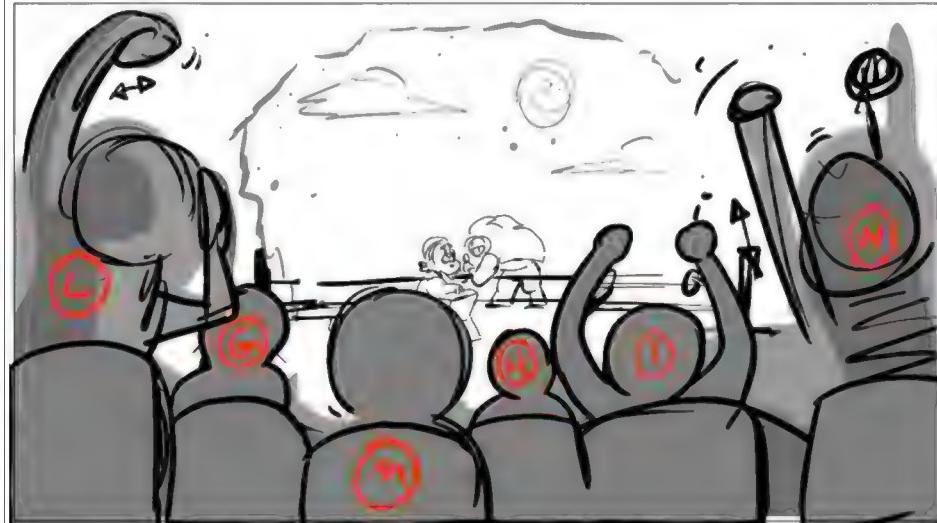


Dialog  
CROWD: <ROARS WITH ANGER> <BOOING>

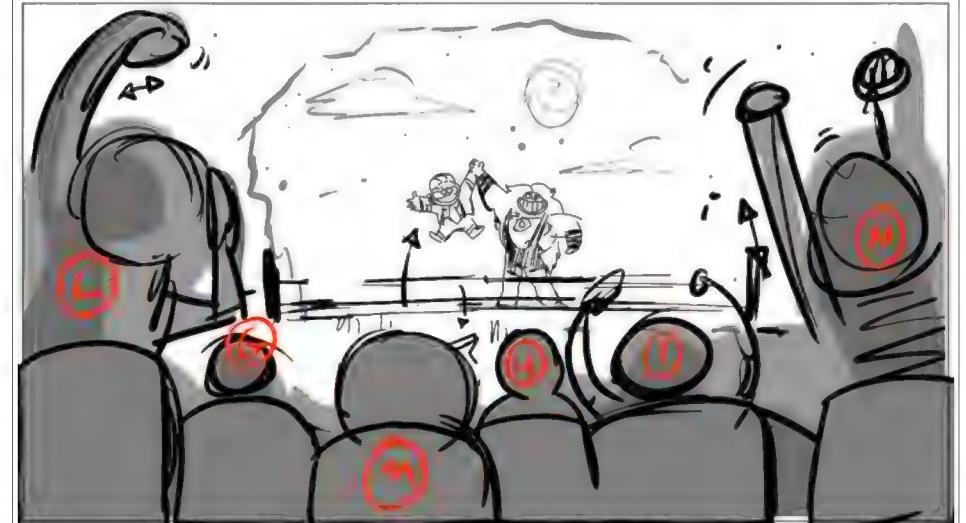
Action Notes  
Amethyst holds Steven up triumphantly in front of the cheering crowds.



Scene	Duration	Panel	Duration
106	06:00	1	01:00



Scene	Duration	Panel	Duration
106	06:00	2	01:00



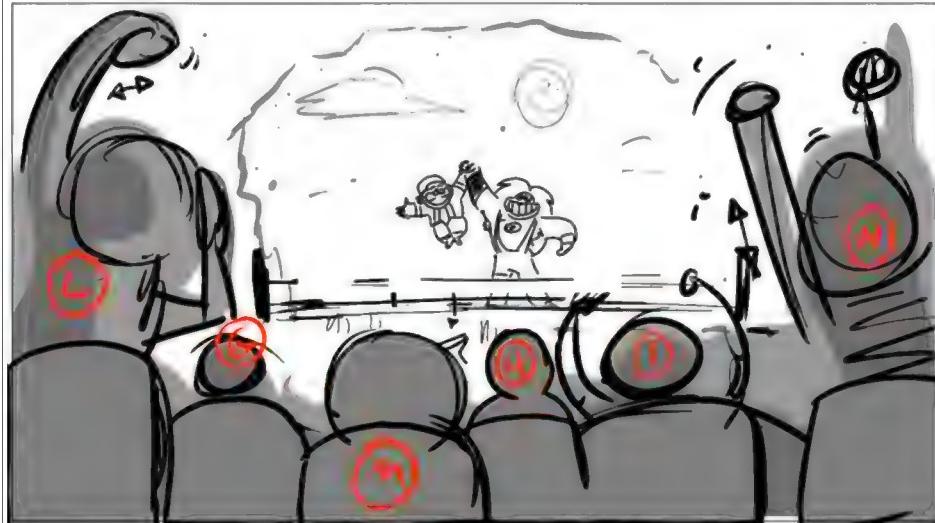
## Dialog

CROWD: <ROARS WITH ANGER >  
<BOOING>

## Action Notes

Amethyst holds Steven up triumphantly in front of the cheering crowds.

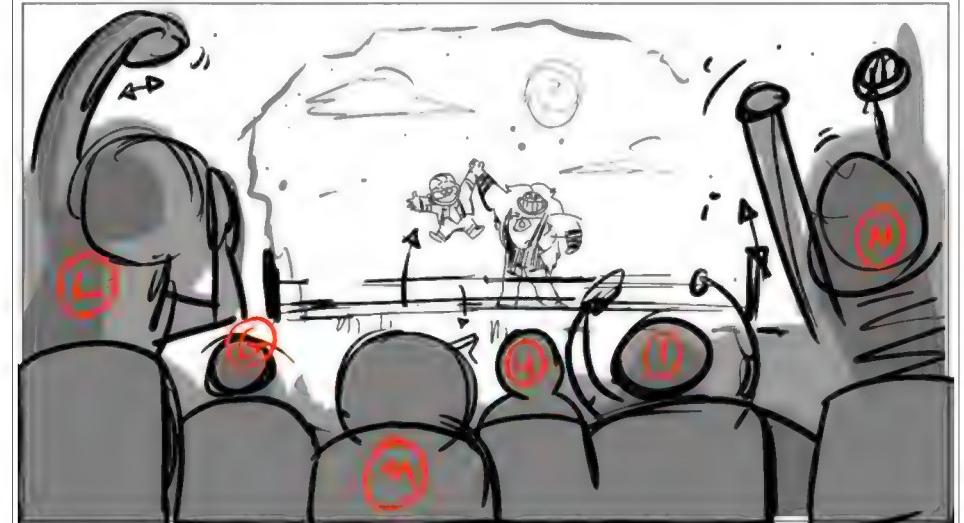
Scene	Duration	Panel	Duration
106	06:00	3	01:00



Dialog

CROWD: <ROARS WITH ANGER >  
<BOOING>

Scene	Duration	Panel	Duration
106	06:00	4	01:00



Dialog

CROWD: <ROARS WITH ANGER >  
<BOOING>

Scene	Duration	Panel	Duration
106	06:00	5	01:00



Scene	Duration	Panel	Duration
106	06:00	6	01:00

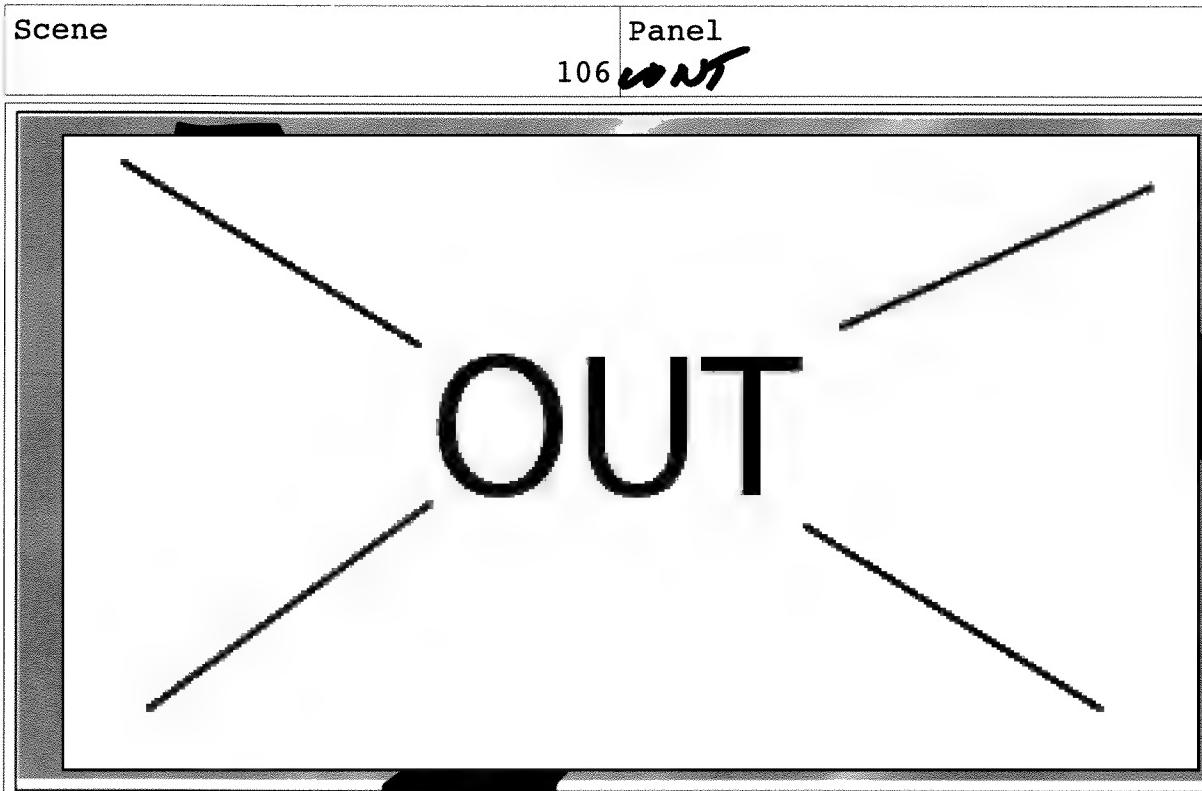


## Dialog

CROWD: <ROARS WITH ANGER >  
<BOOING>

## Action Notes

Star wipe



Dialog  
CROWD: <ROARS WITH ANGER> <BOOING>

Slugging  
0.06

Action Notes  
Amethyst IN with boot in teeth.

Slugging  
Panels 1 + 2 = 0.08

JUL 09 2010

1020.011



1020.011

Action Notes

Amethyst IN with boot in teeth.

Action Notes

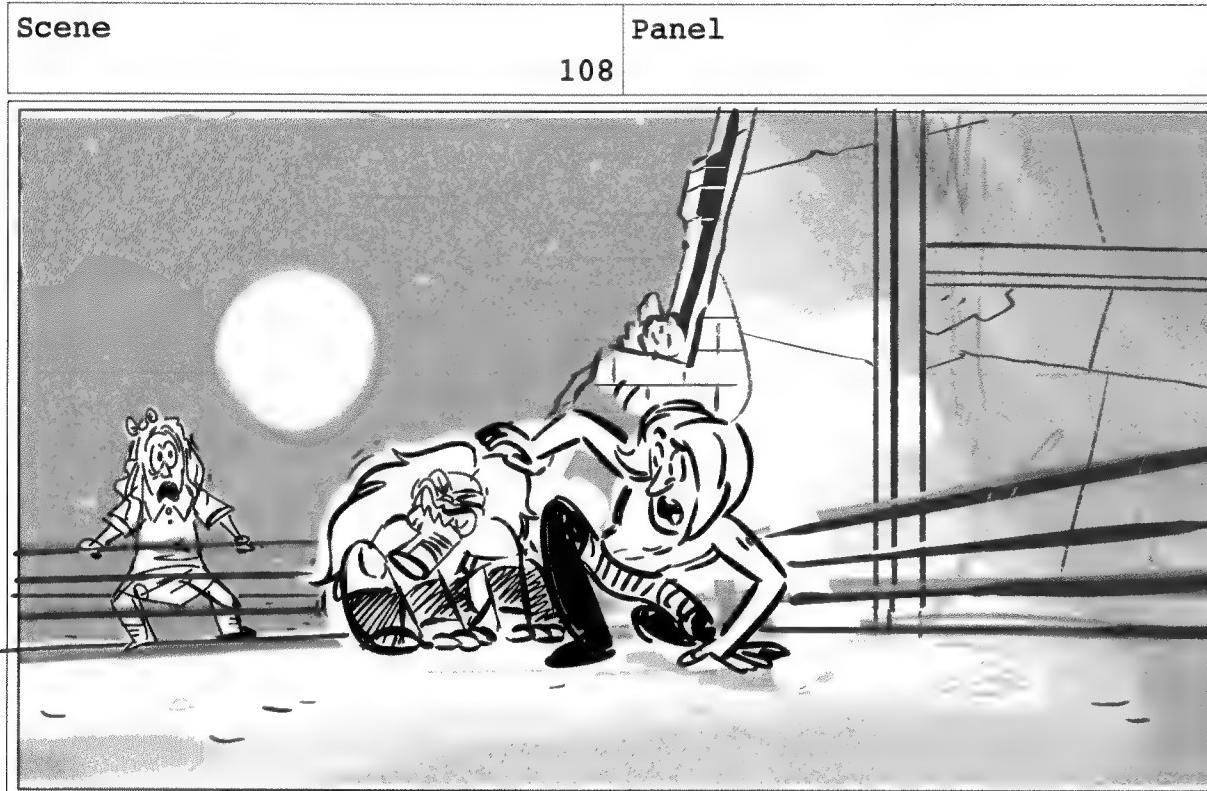
Pulls boot off the foot. Foot falls back off screen right.

Slugging

0.12

JUL 09 2013

1020.011



Action Notes  
While Amethyst shakes boot / wrestler runs away.

Slugging  
Panels 1 + 2 = 0.04



Action Notes  
While Amethyst shakes boot / wrestler runs away.

JUL 09 2013

1020.011

1020.011

1020.011

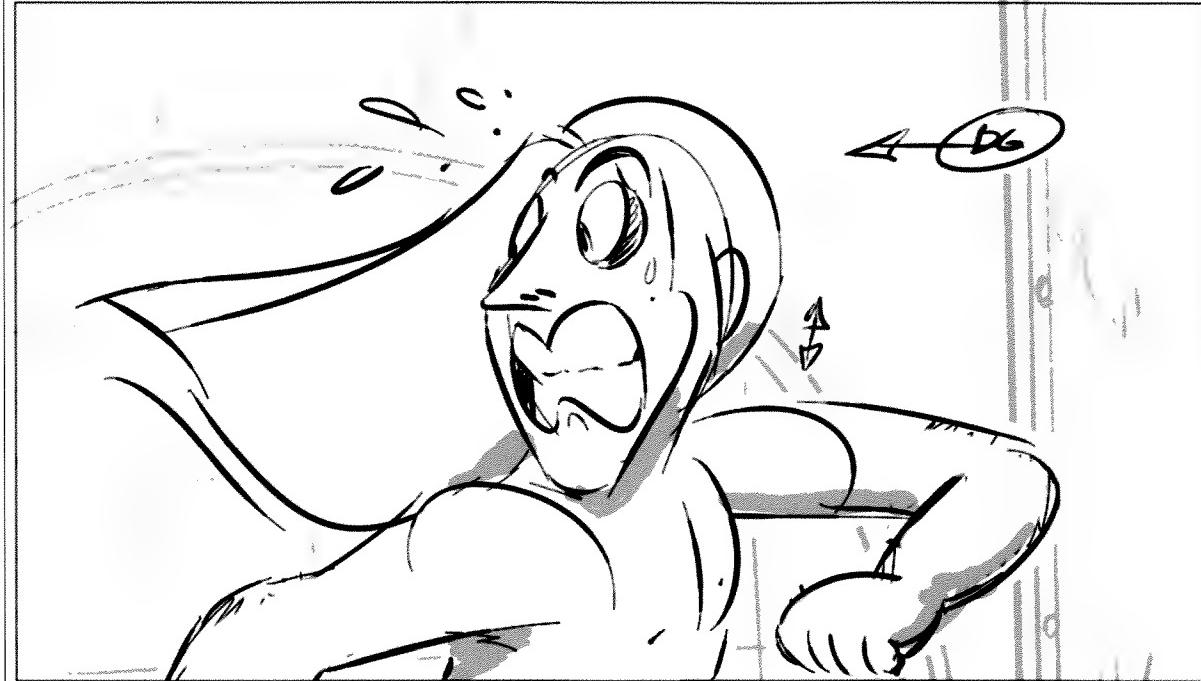
Scene 108 Panel 108 **CONT** 3



1020.011

Slugging  
0.09

Scene 109 Panel 109 1



1020.011

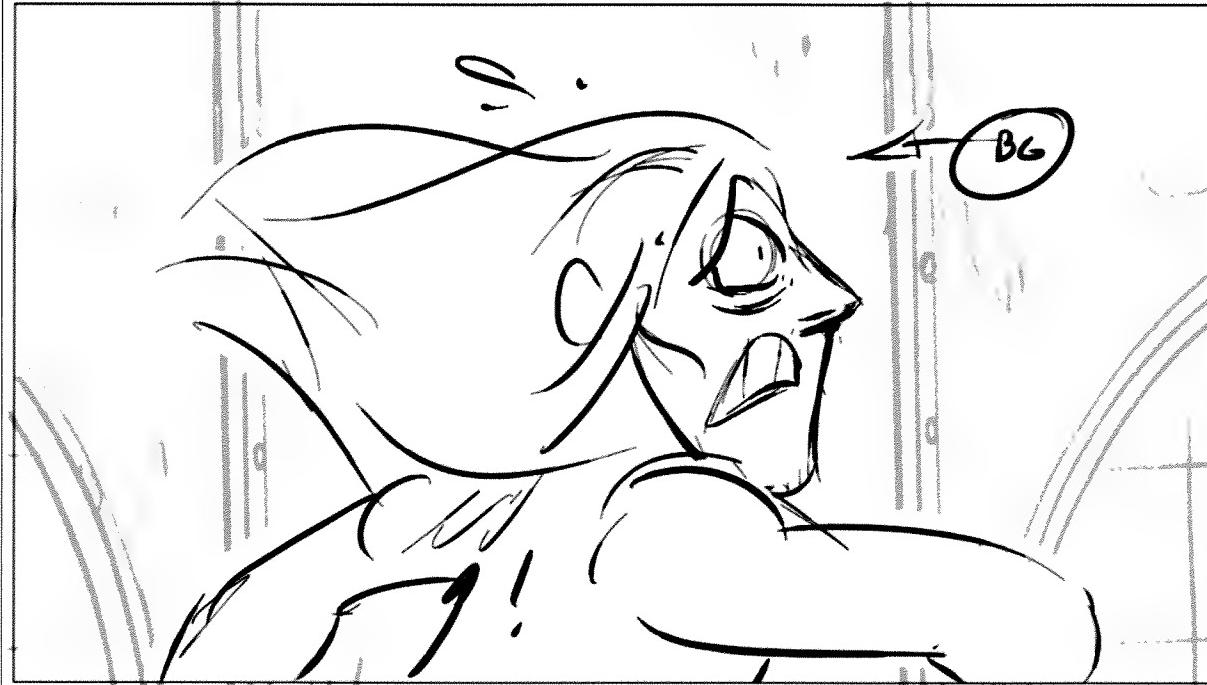
Action Notes  
Wrestler is running. BG pans screen right to left.

Slugging  
0.15

JUL 09 20

1020.011

Scene 109 Panel 2  
109 *cont*



1020 . 011  
Slugging  
0.06

Scene 109 Panel 3  
109 *cont*

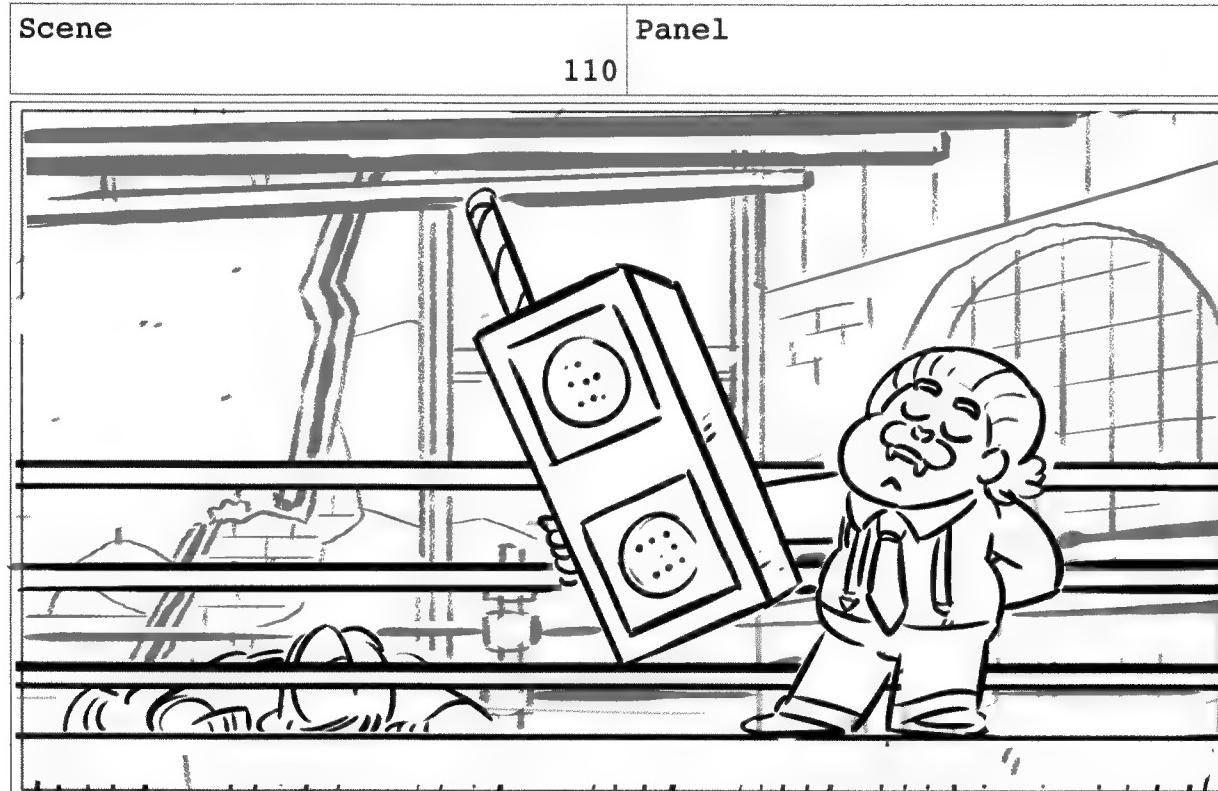


Action Notes  
STOP BG PAN  
Phone prop IN hits wrestler in the head.

Slugging  
0.10

JUL 09 2013

1020 . 011



Action Notes  
-SP- Camera cut wide.

Slugging  
0.04



Action Notes  
Steven stands impatiently with prop phone.

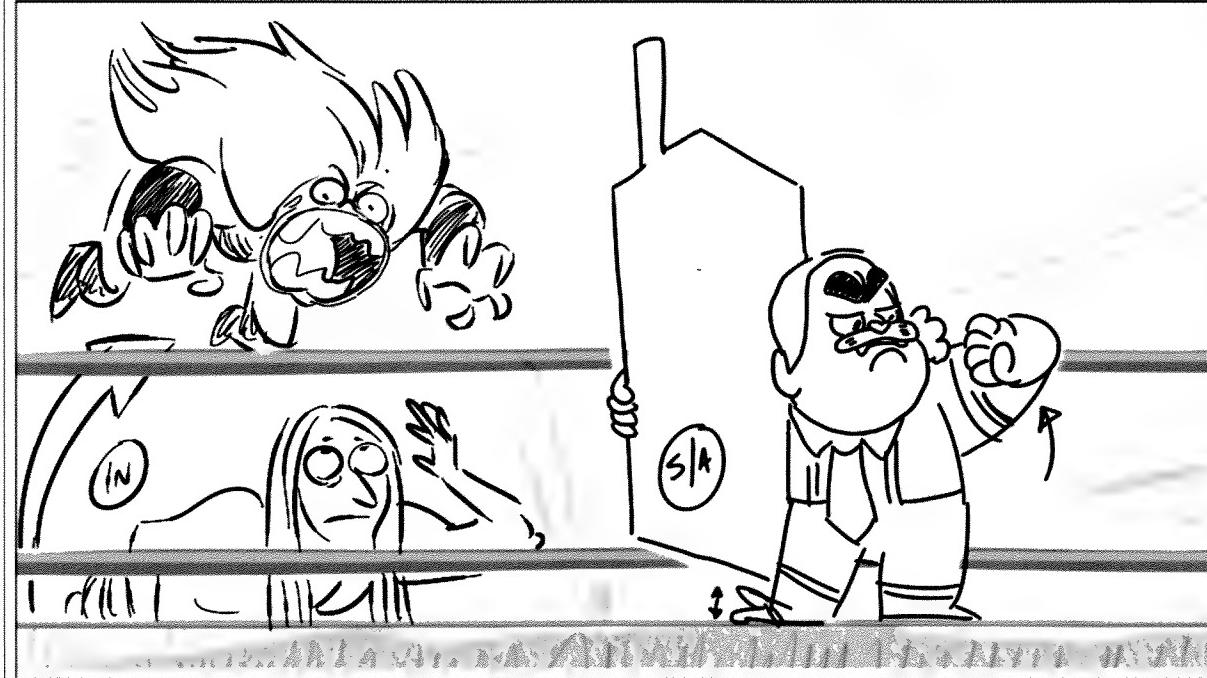
Slugging  
1.03

JUL 09 2013

1020.011

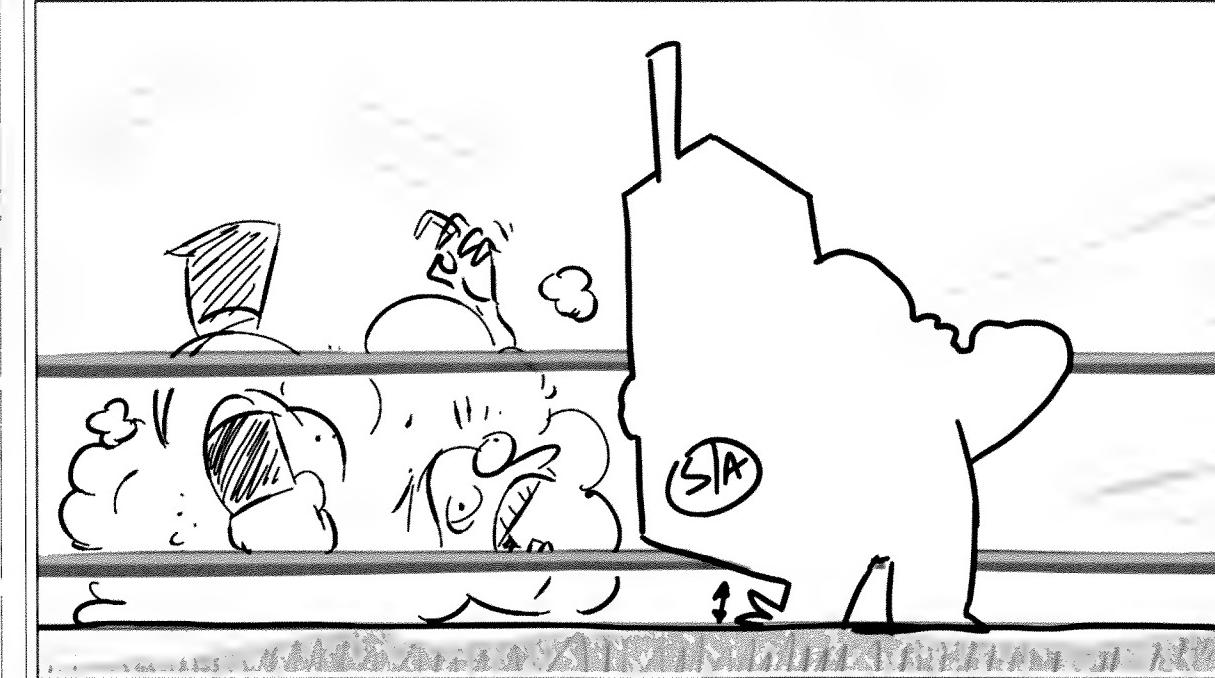
Scene 110 Panel 3

110 *cont*



Scene 110 Panel 4

110 *cont*



1020.011

Action Notes

Amethyst jumps IN over Goth wrestler.

Slugging

0.06

Action Notes

Amethyst pummels wrestler in ring.

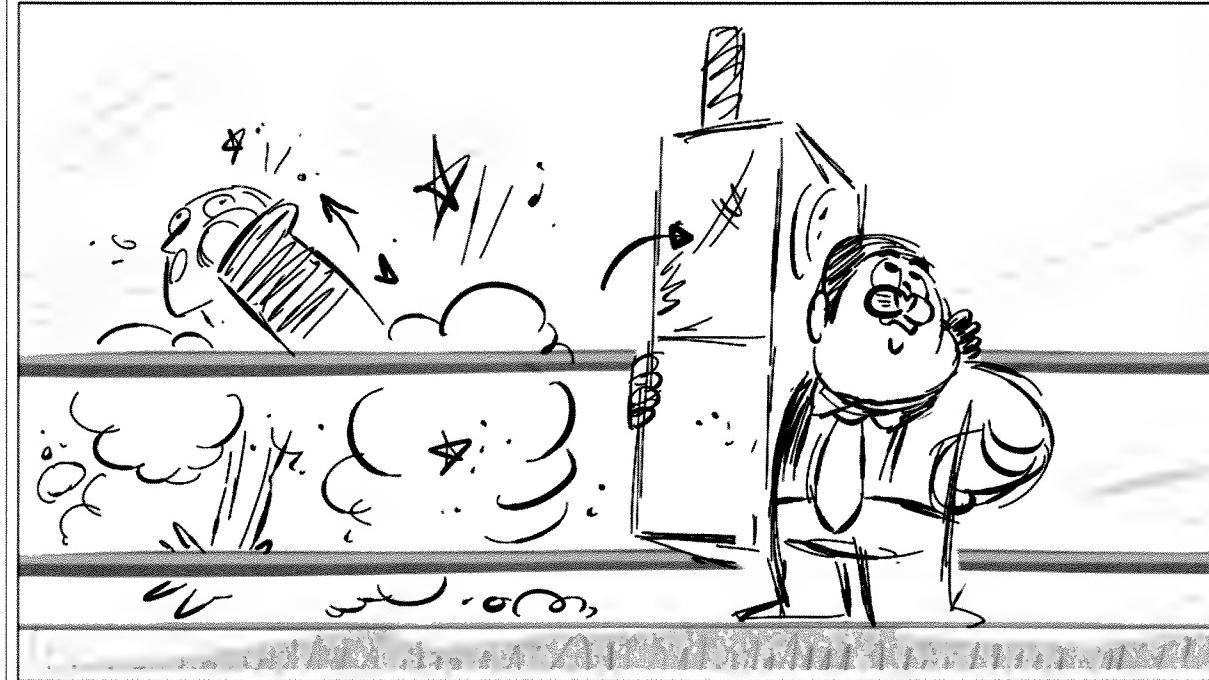
Slugging

0.09

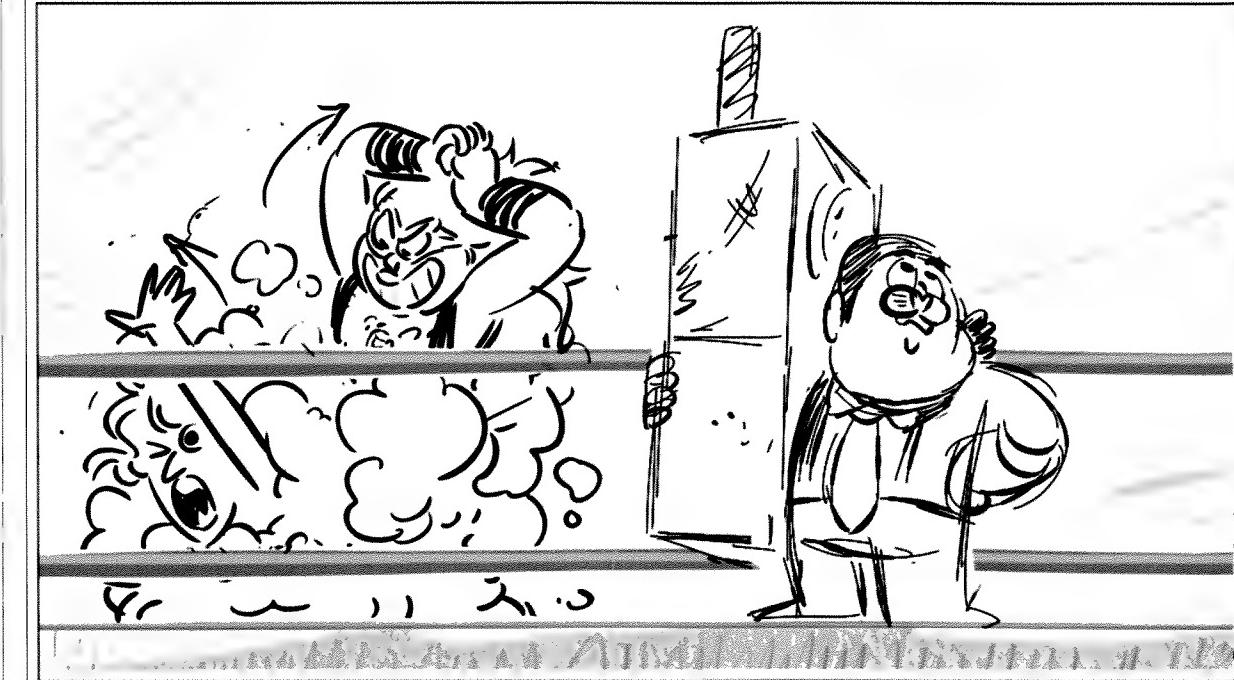
JUL 09 2011

1020.011

Scene 110 Panel 5  
110 **CONT**



Scene 110 Panel 6  
110 **CONT**



1020 . 011

Slugging  
Panels 5 + 6 = 1.02

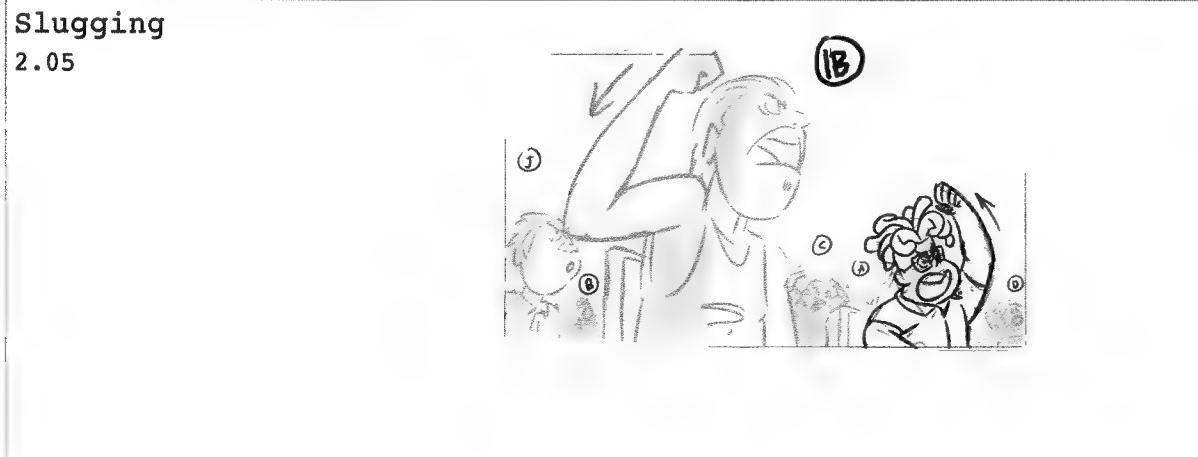
JUL 09 2013

1020 . 011

Scene	Panel	
111	1	



Action Notes  
Crowd shaking and booing.



Action Notes  
START POSE  
Slugging  
Panels 1 + 2 = 0.11

Scene	Panel	
112	1	



Action Notes  
START POSE  
Slugging  
Panels 1 + 2 = 0.11

JUL 09 2013

1020.011

1020.011

1020.011

Scene 112 Panel 112 cont 2



Scene 112 Panel 112 cont 3



Action Notes  
Wipe to next scene.

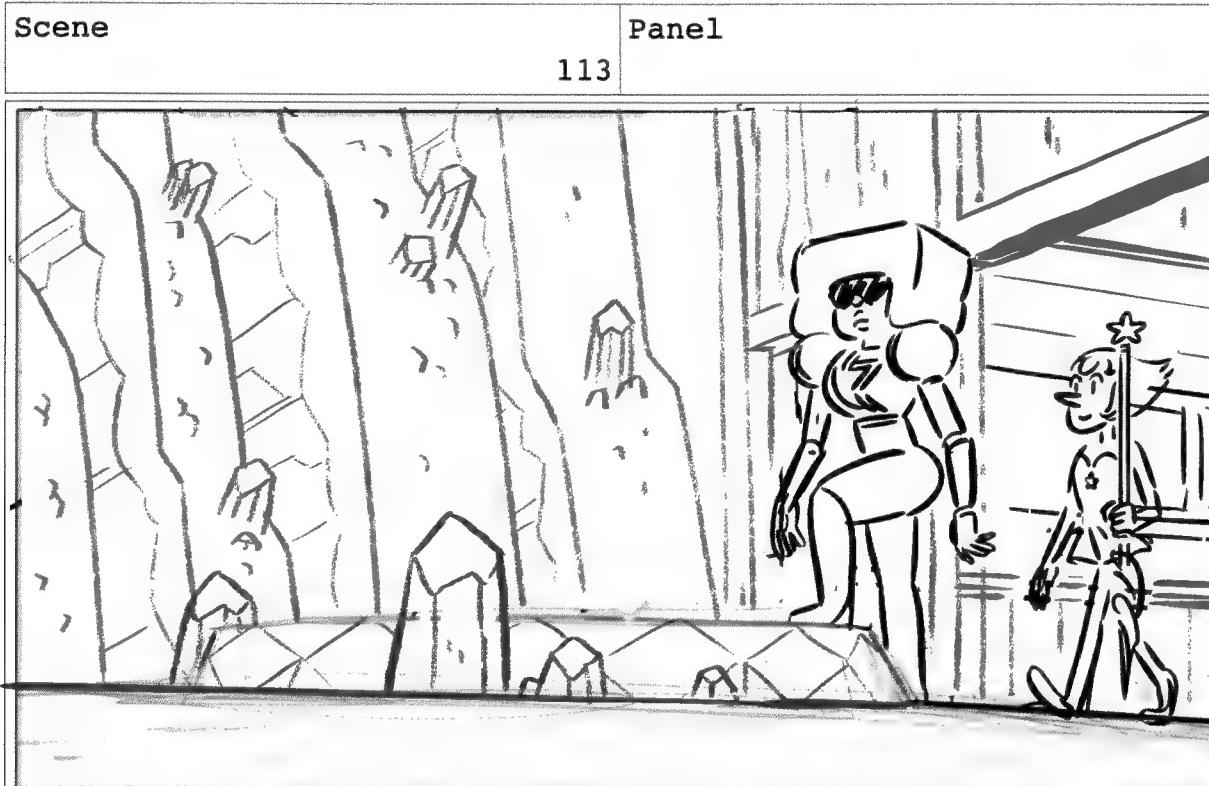
Slugging  
1.02

JUL 09 2013

1020.011

1020.011

1020.011



Action Notes  
Garnet and Pearl approach warp pad.

Slugging  
0.11

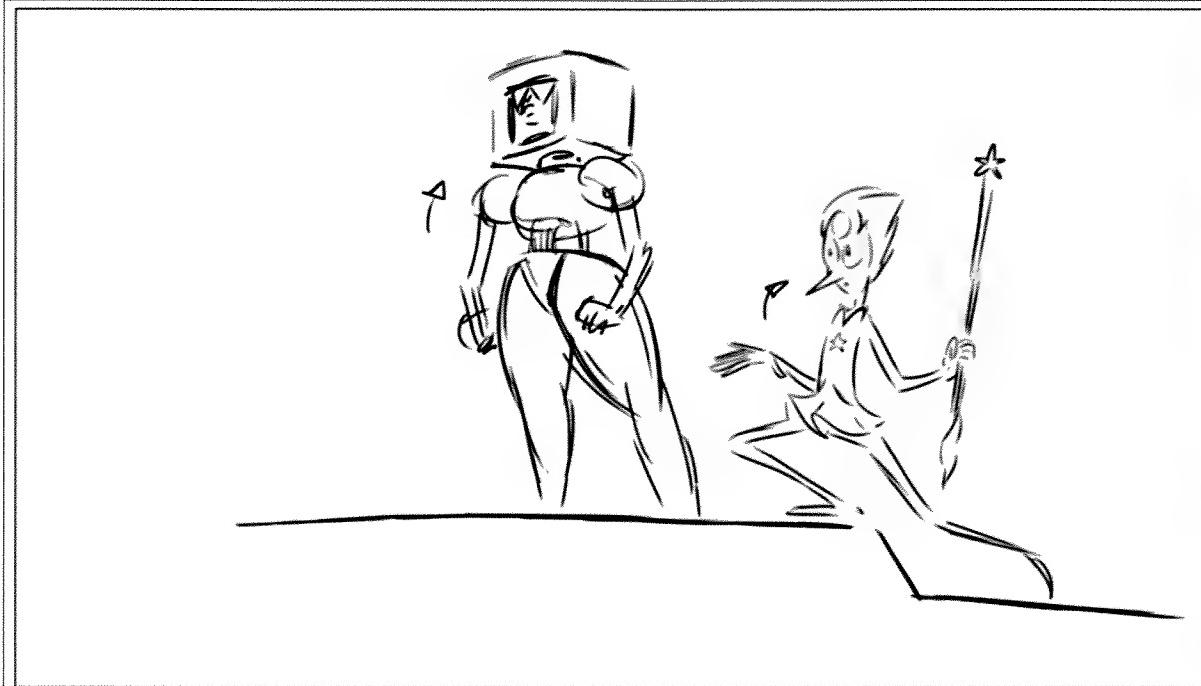
Action Notes  
Garnet and Pearl approach warp pad.

Slugging  
Panels 2 + 3 = 0.05

JUL 09 2010

1020.011

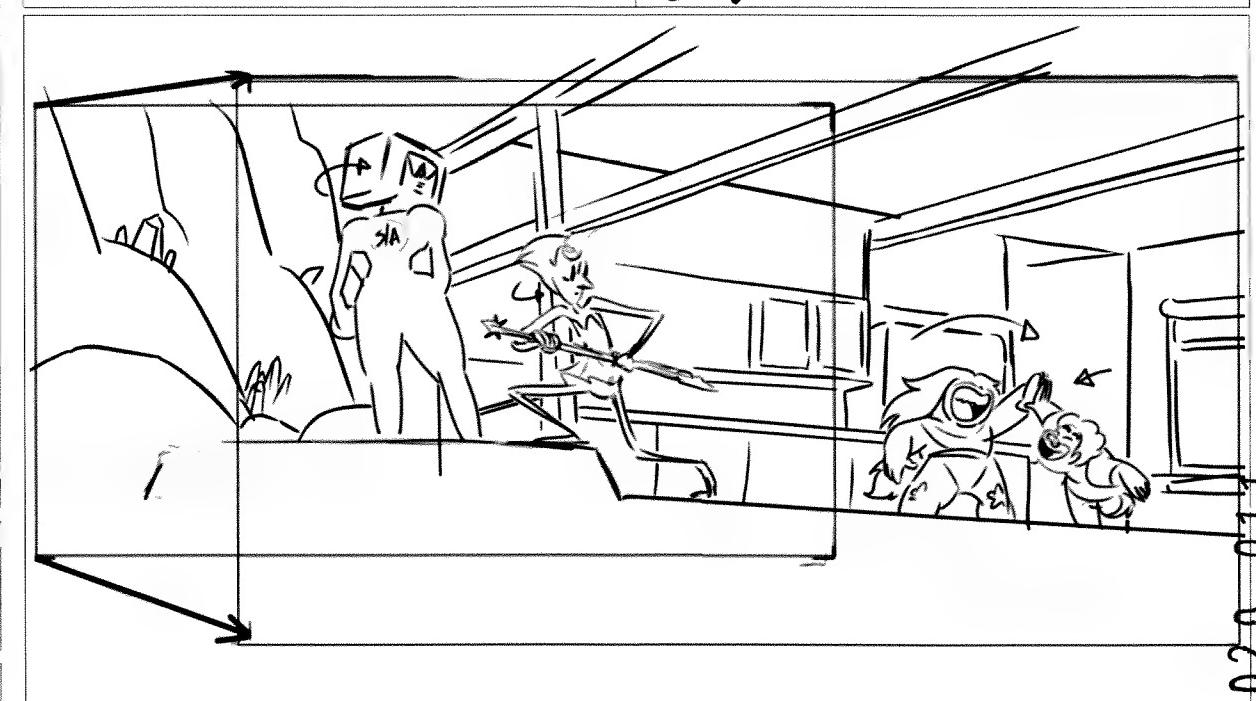
Scene 113 Panel 3  
113 *cont*



Dialog  
SFX: <CLAP>

Action Notes  
React to "CLAP" sound.

Scene 113 Panel 4  
113 *cont*



Action Notes  
T.O. to reveal Amethyst and Steven Hi-fiving.

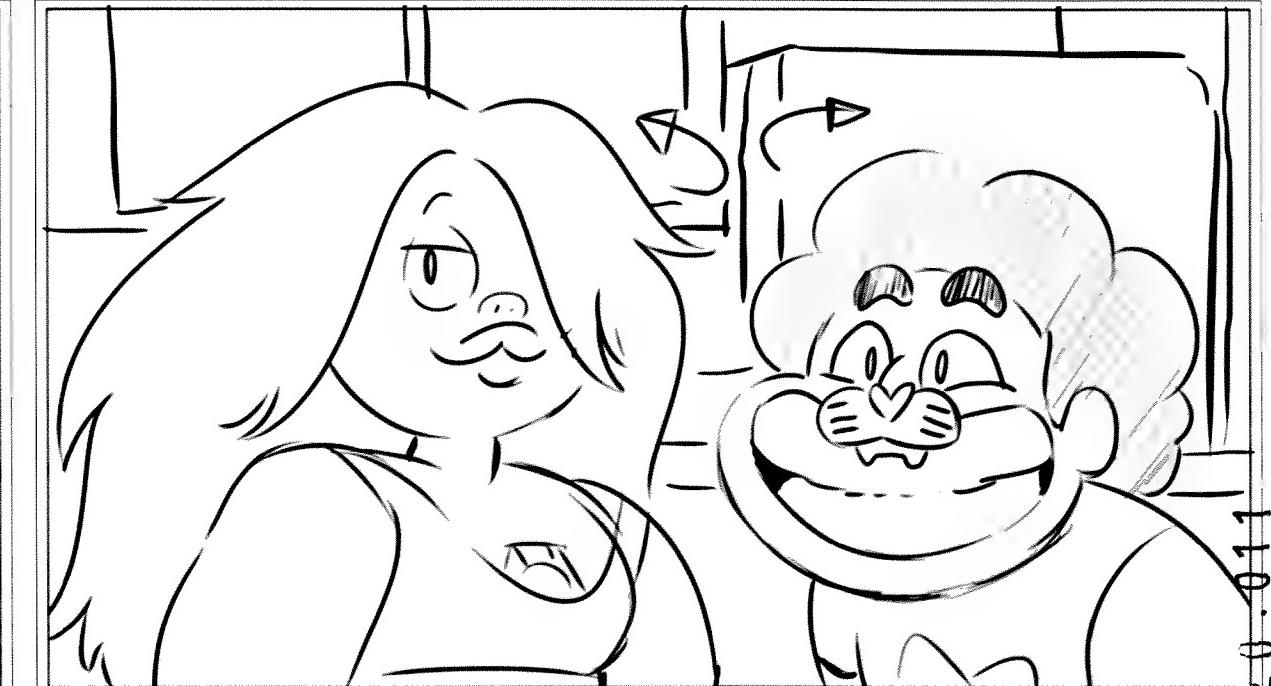
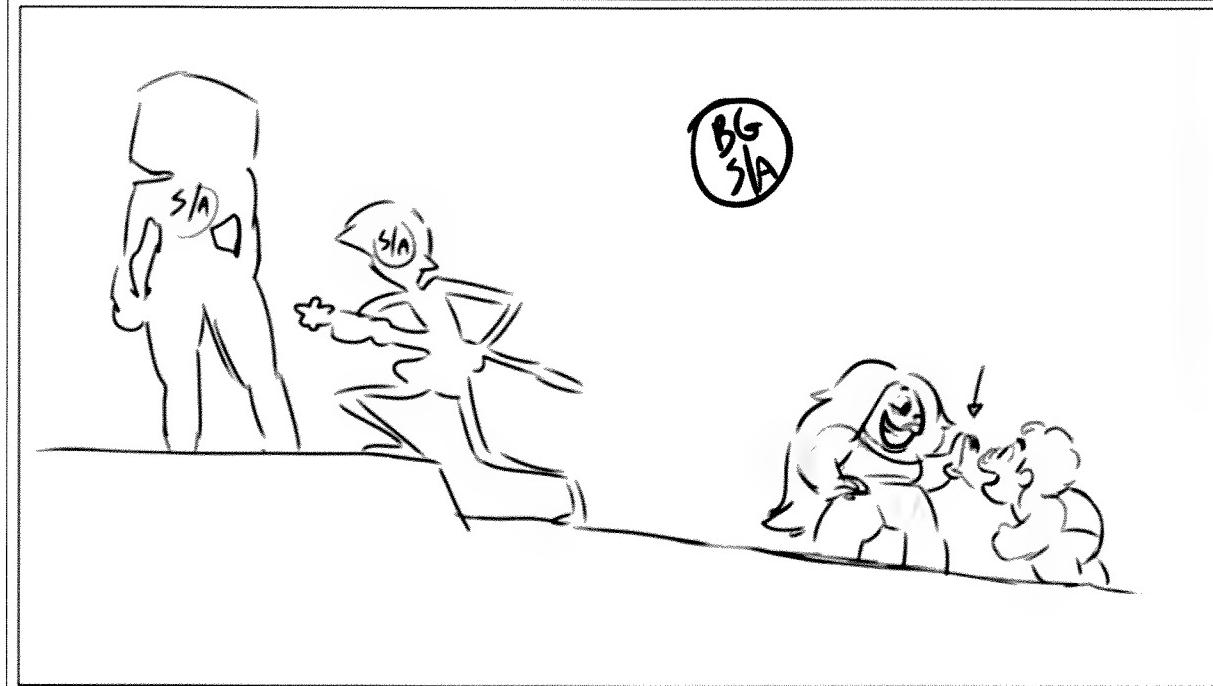
Slugging  
HOLD: 0.06  
Then ADJ: 0.04  
Then HOLD: 0.05

JUL 09 2015

1020 . 011

Scene	Panel
113	113 <i>CONT</i>

Scene	Panel
114	114



1020 . 011

**Slugging**  
1.01

1020 . 011

**Action Notes**  
Amethyst and Steven look O/S

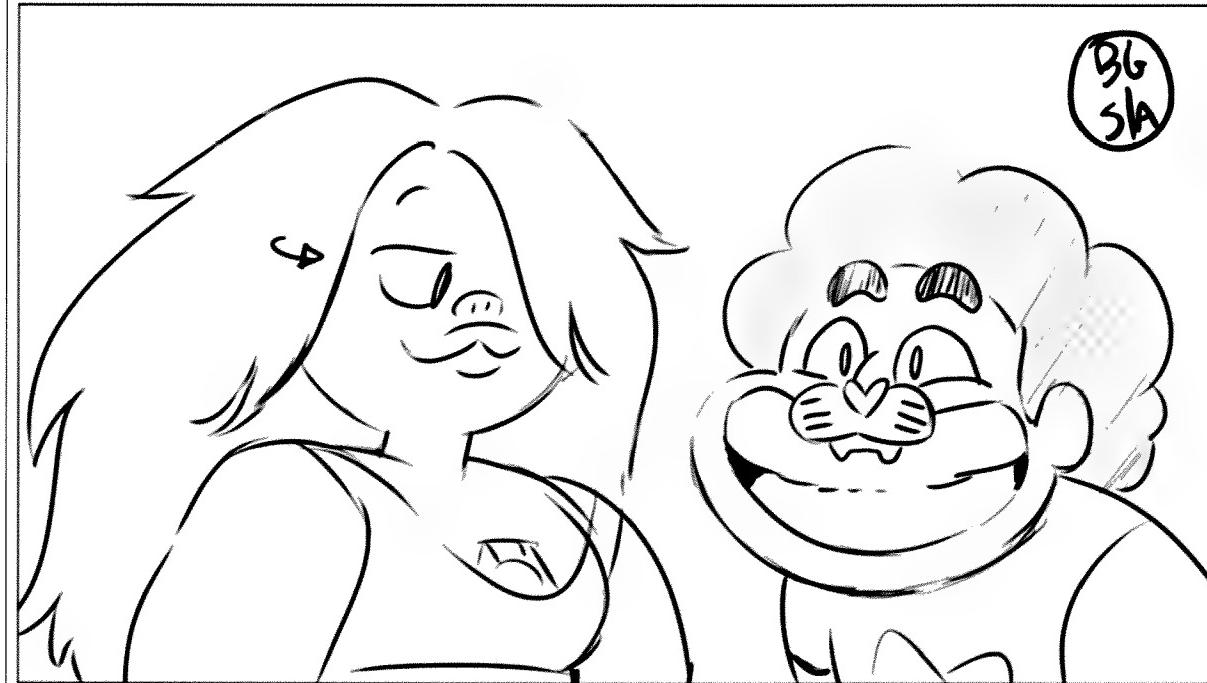
**Slugging**  
0.09

**Notes**  
H.U. to previous scene. Amethyst/Steven Hi-five, or finish hi-five in previous scene., and HU to here.

JUL 09 2013

1020 . 011

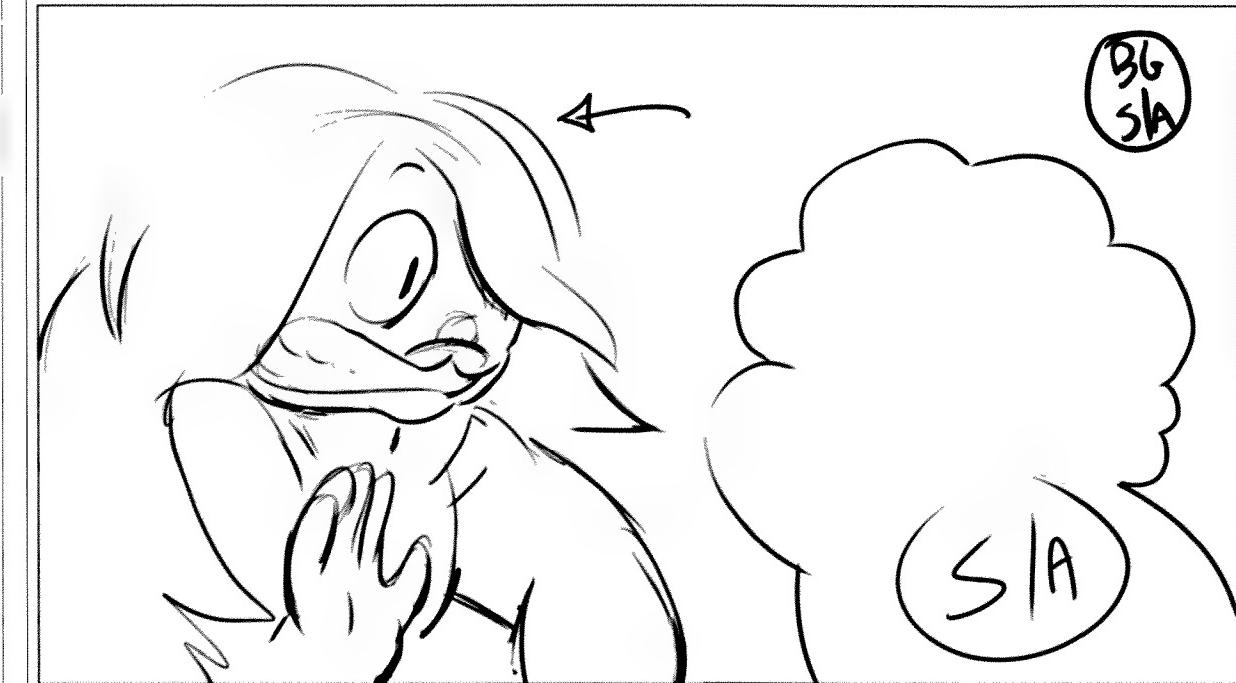
Scene 114 **cont** Panel 2



Action Notes  
Amethyst glances at Steven.

Slugging  
0.09

Scene 114 **cont** Panel 3



Action Notes  
Amethyst notices mask.

Slugging  
0.06

JUL 09 2013

1020.011

1020.011

1020.011



1020 . 011

Action Notes

Amethyst covers Steven's face.

Slugging

0.06

Slugging

1.00

JUL 09 2013

1020 . 011

1020 . 011



Action Notes  
Amethyst walks off screen right, moving Steven with her.

Slugging  
0.07

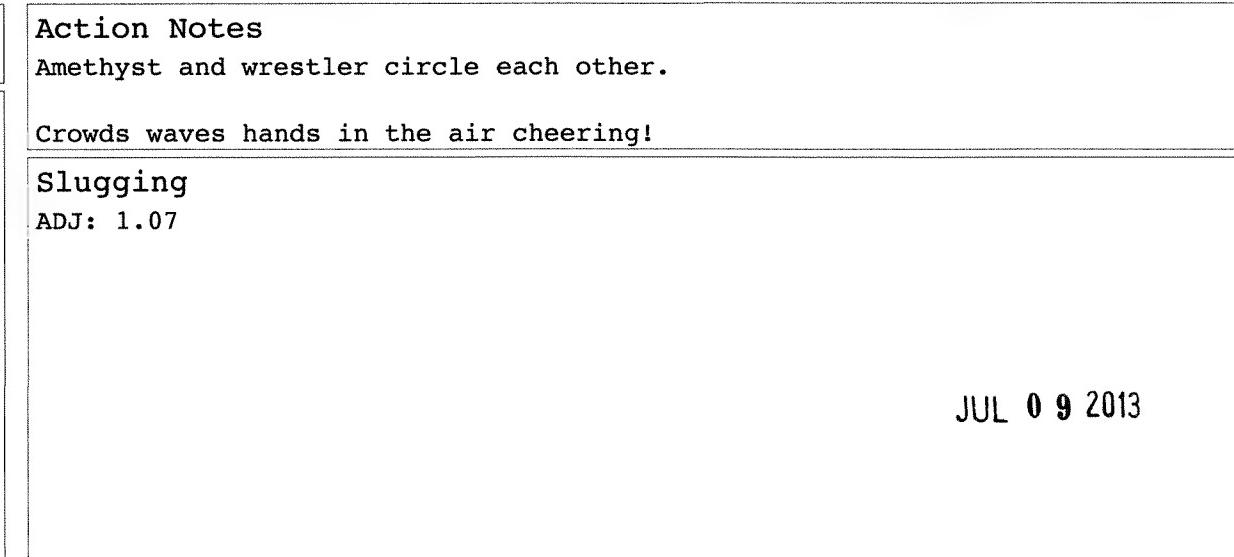
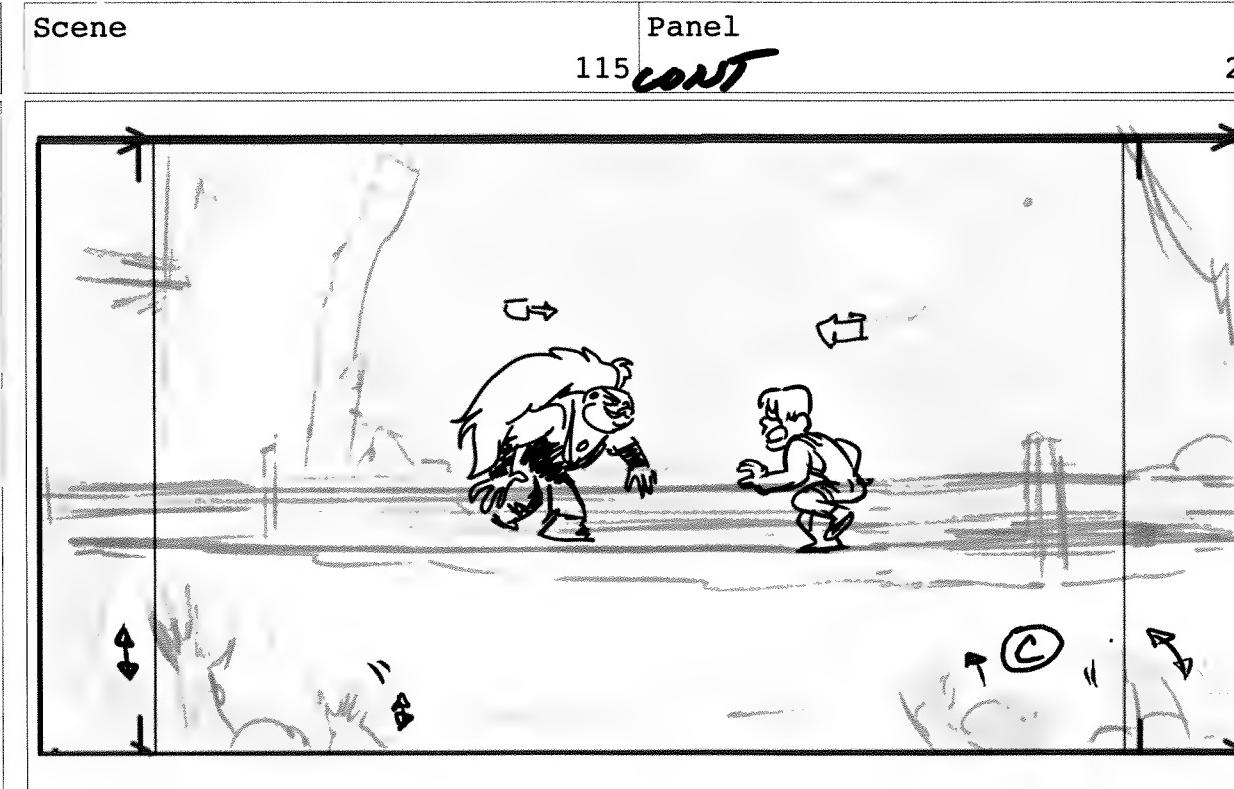
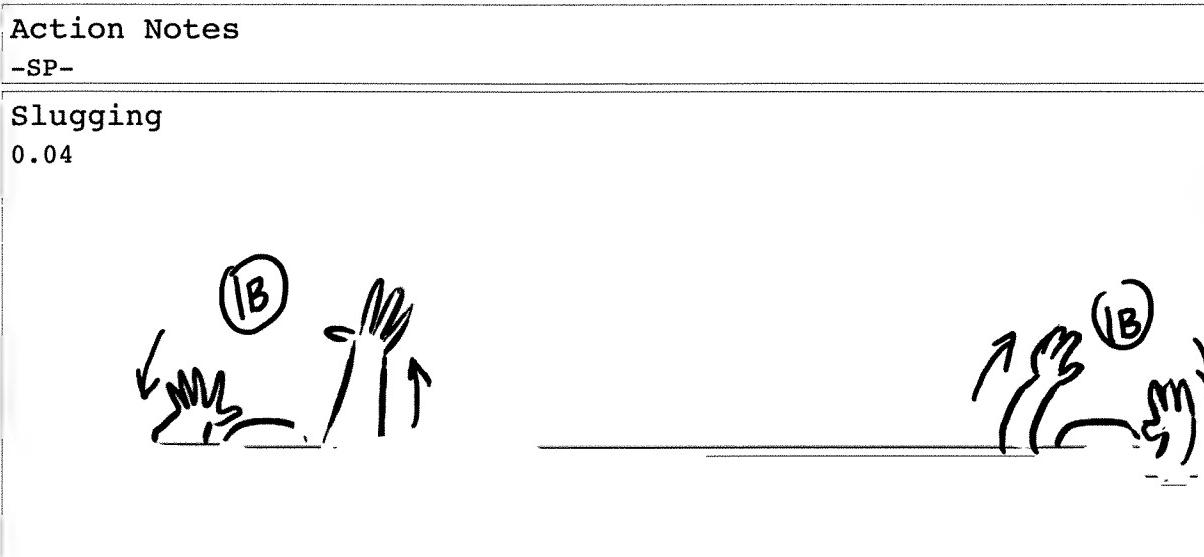
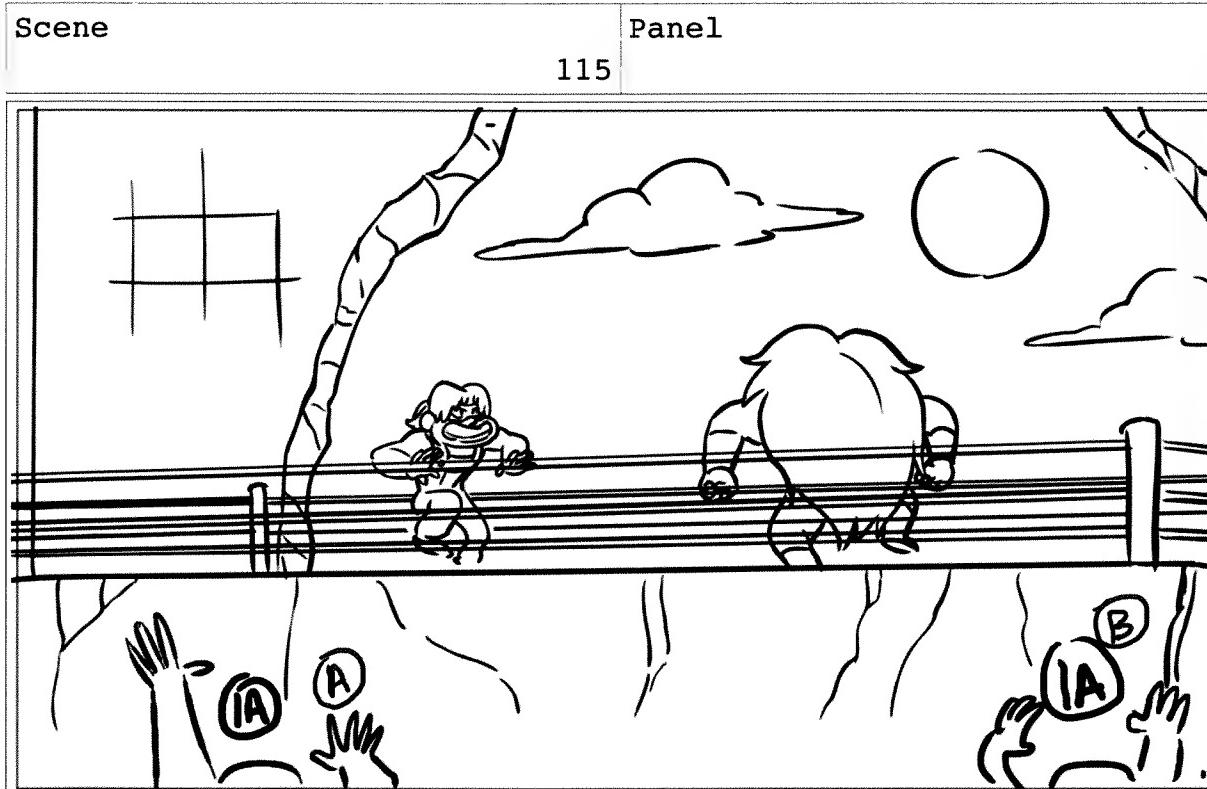


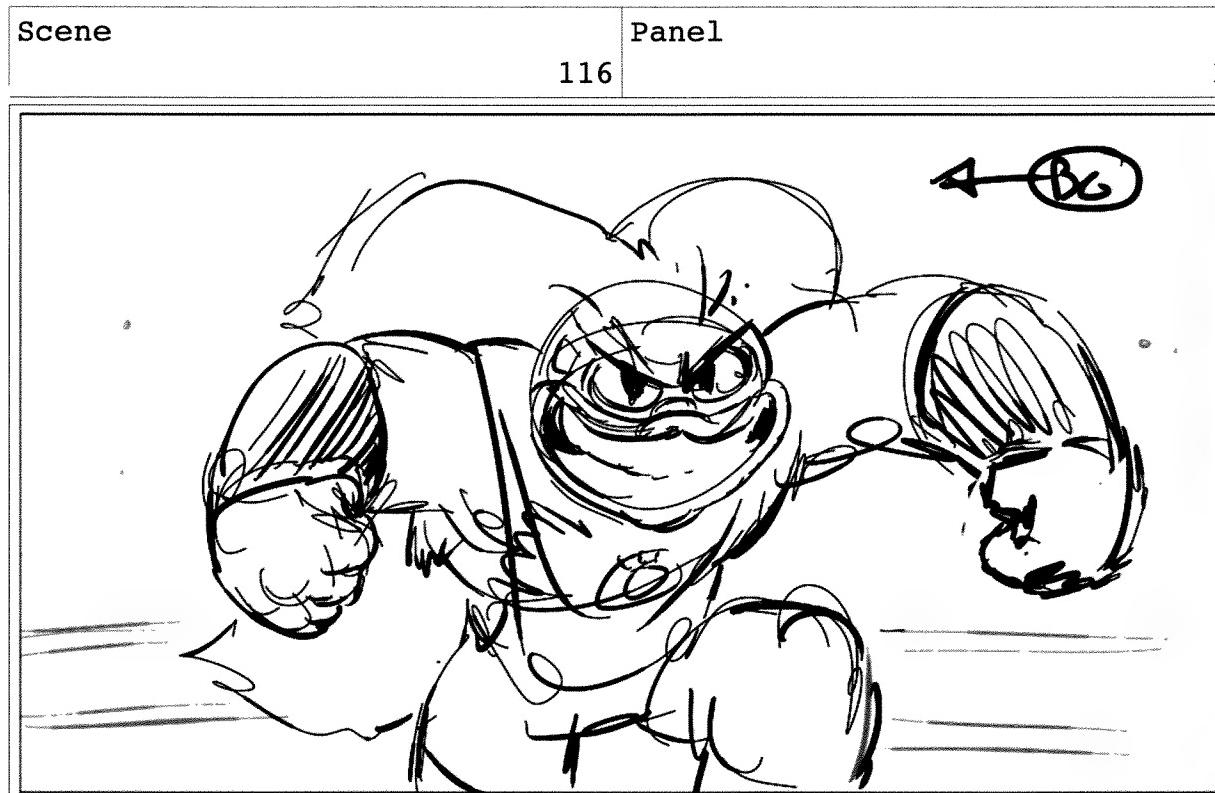
Action Notes  
Amethyst OUT.

Slugging  
1.05

JUL 09 2013

1020 . 011

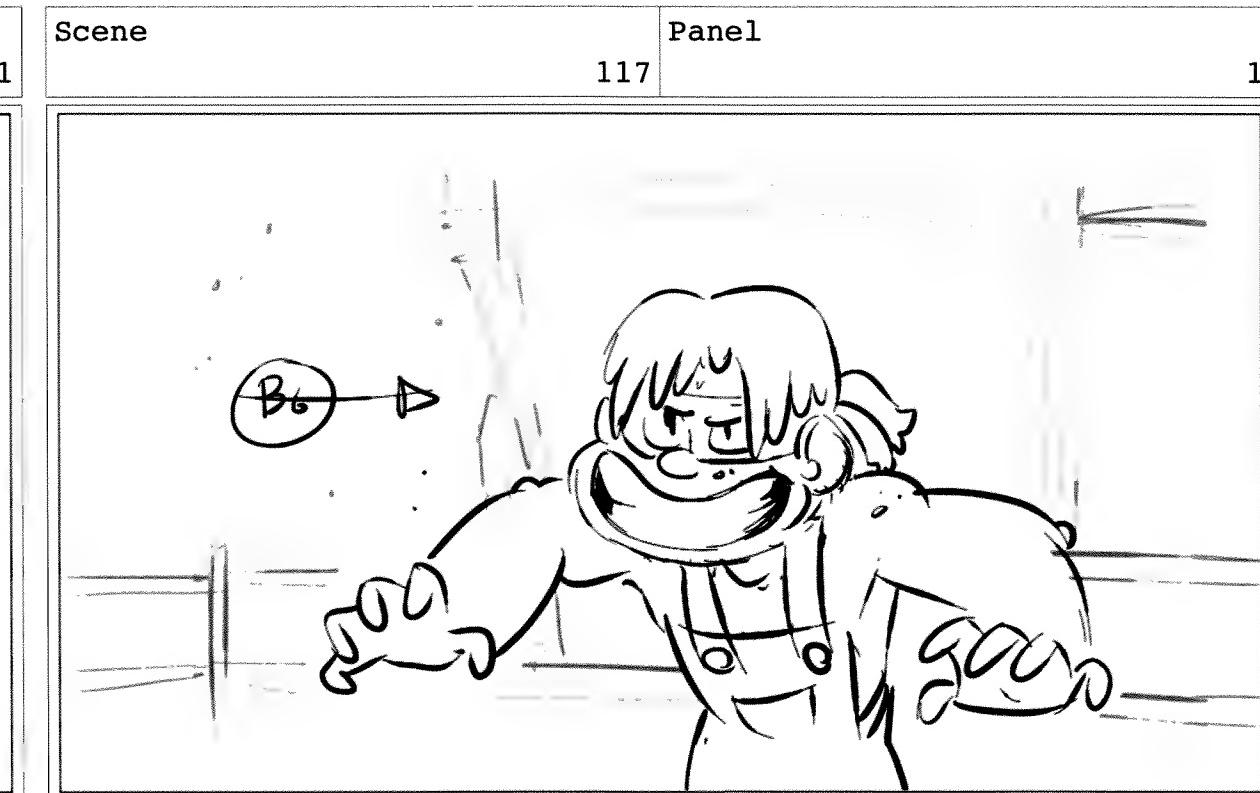




Action Notes  
Puma circles opponent.

BG pans screen right to left.

Slugging  
1.06



Action Notes  
Marmalade boy circles Amethyst.  
BG moves screen left to right.

Slugging  
1.05

JUL 09 2013

1020.011

Scene 117 Panel 117 *cont* 2



Action Notes  
Coconut flies in IN screen left.

Slugging  
0.03

Scene 117 Panel 117 *cont* 3



Slugging  
0.03

JUL 09 2013

1020.011

1020.011



Slugging  
0.03

Action Notes  
Coconut falls OUT of the scene.

Slugging  
0.07

JUL 09 2011

1020.011

Scene 117 Panel 6  
117 cont



Scene 117 Panel 7  
117 cont



1020 . 011

Action Notes  
Another coconut flies IN screen left.

Slugging  
0.04

Slugging  
0.03

JUL 09 2013

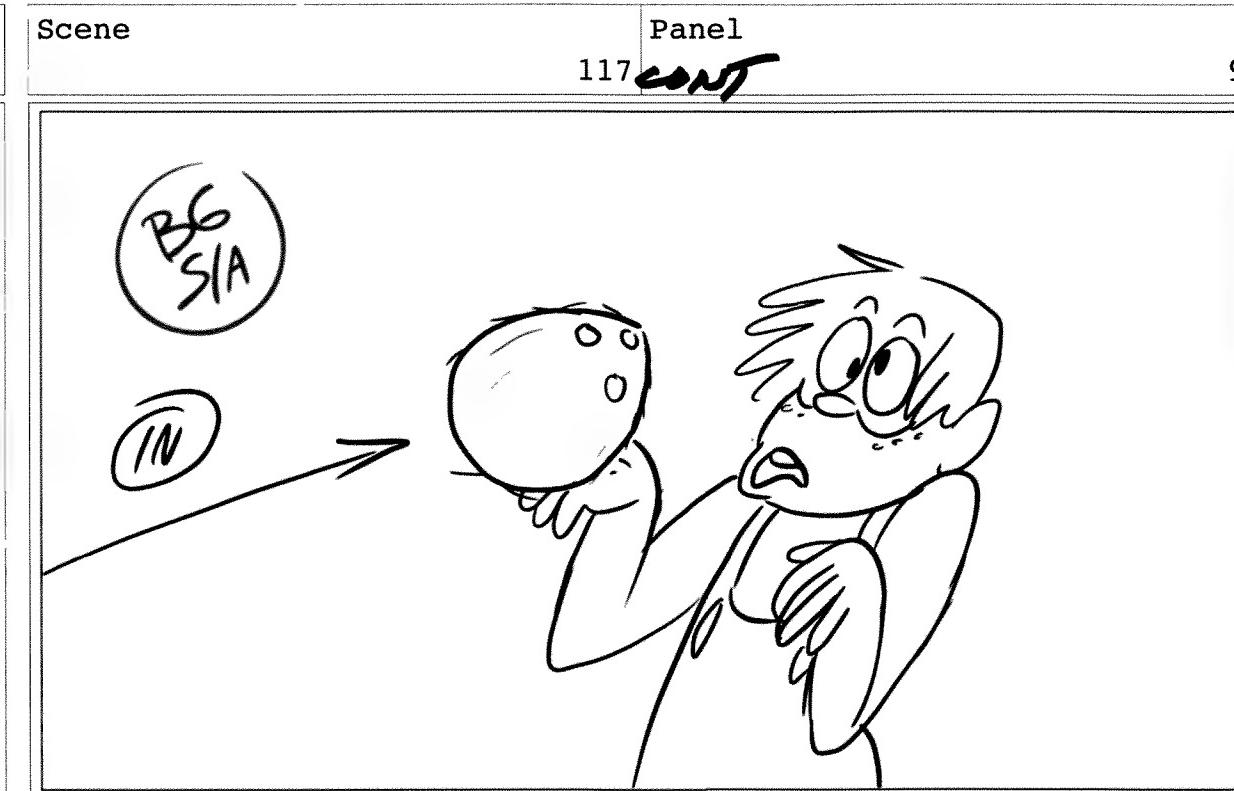
1020 . 011

1020 . 011



Action Notes  
Coconut flies OUT of scene top.

Slugging  
0.05



Action Notes  
Another coconut flies IN screen left.

Slugging  
0.04

JUL 09 2013

1020 . 011



Slugging  
0.03

Action Notes  
Coconut flies OUT screen right.

Slugging  
0.06

JUL 09 2013

1020.011



1020 - 011

Action Notes

Camera cut out wide.

Slugging

0.11

Notes

Need H.U. coconut from previous scene flying right of wrestler.



1020 - 011

Action Notes

Amethyst runs to look O/S to Steven.

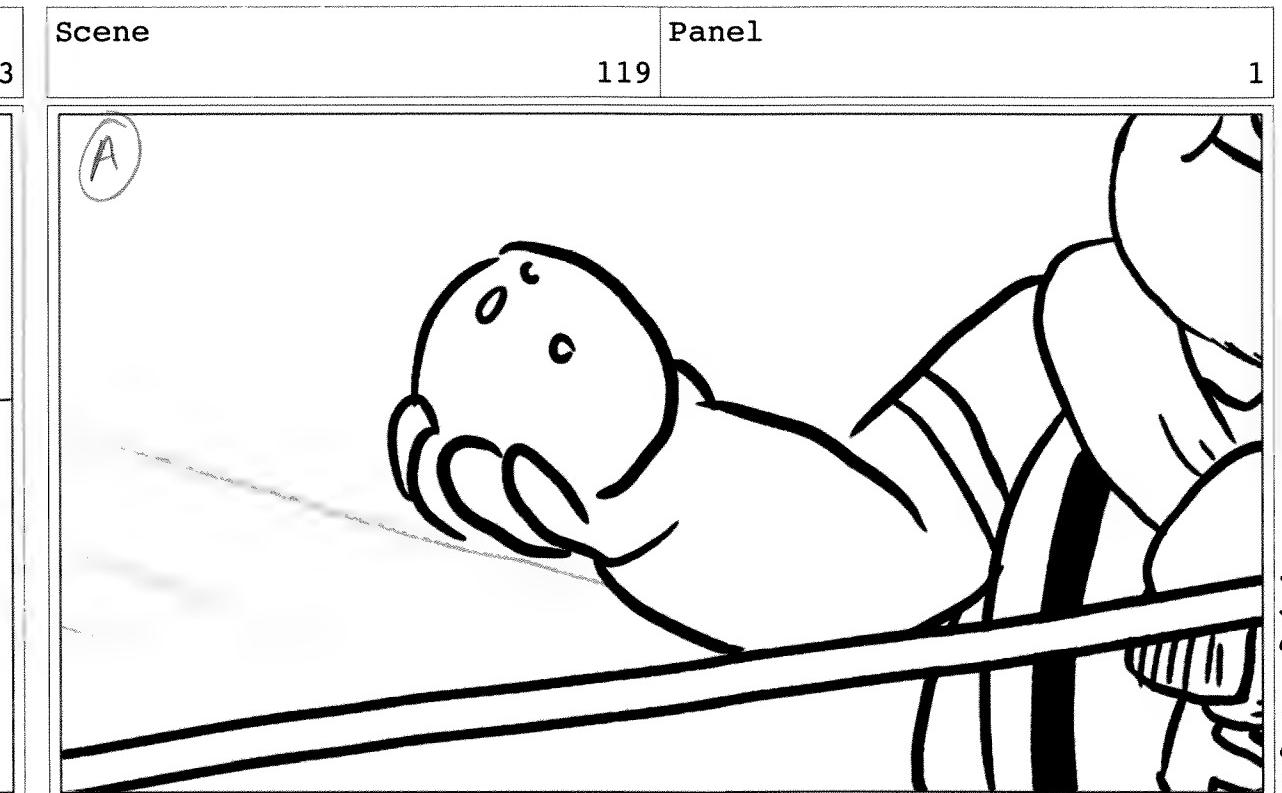
Character in the background waves hand.

Slugging

0.10

JUL 09 2013

1020 . 011



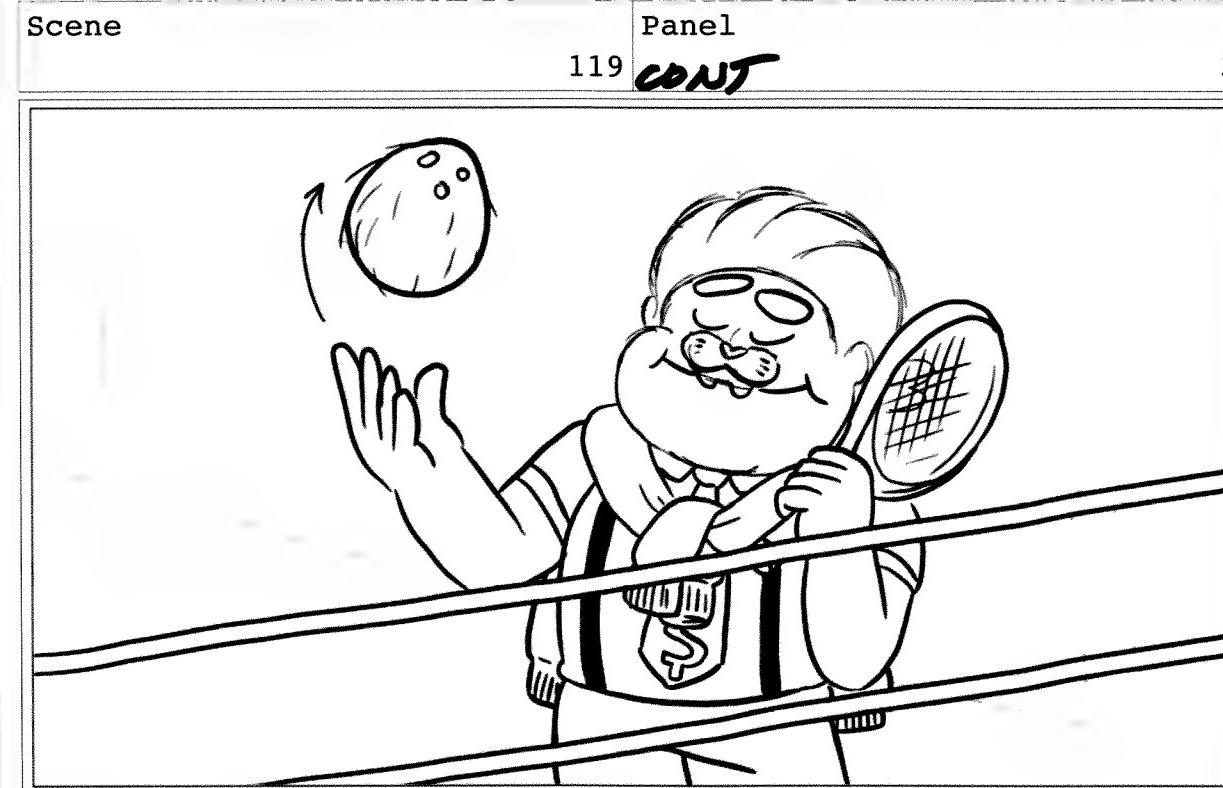
Action Notes  
Wrestler falls down.  
Character in the background waves hand.

Slugging  
0.10

Slugging  
Panels 1 to 4 =  
ADJ: 0.06  
Then HOLD: 1.13

JUL 09 2013

1020.011



Action Notes  
Camera truck out to reveal Steven with tennis raquet

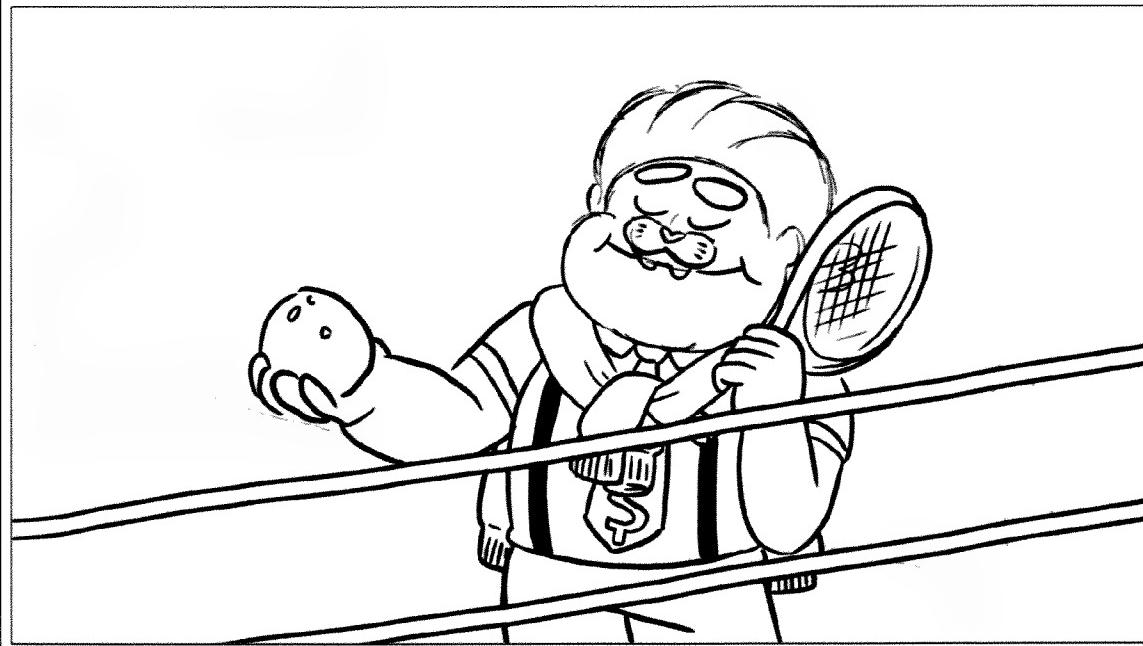
Action Notes  
Repeat panels 3 + 4

JUL 09 Lw

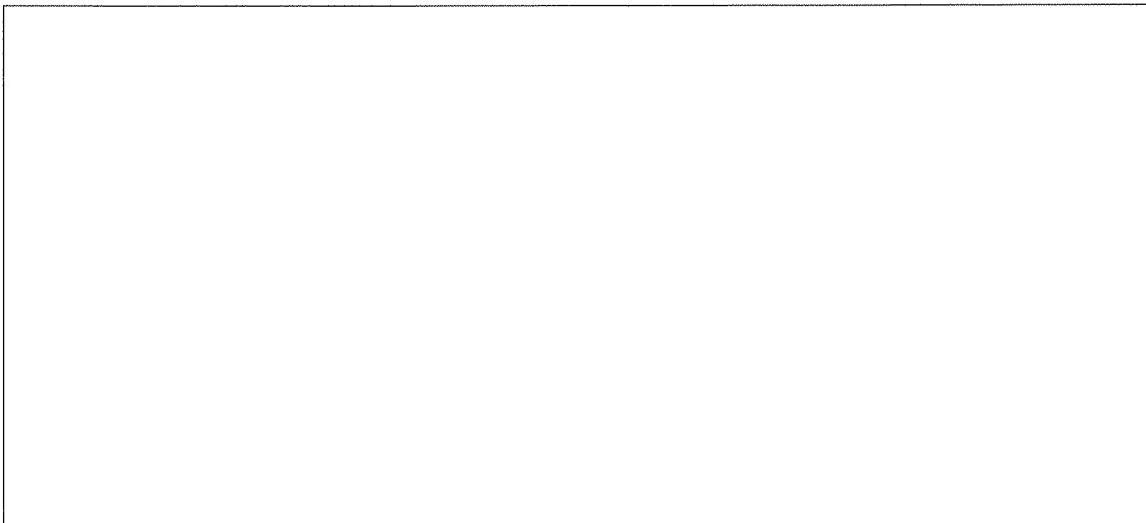
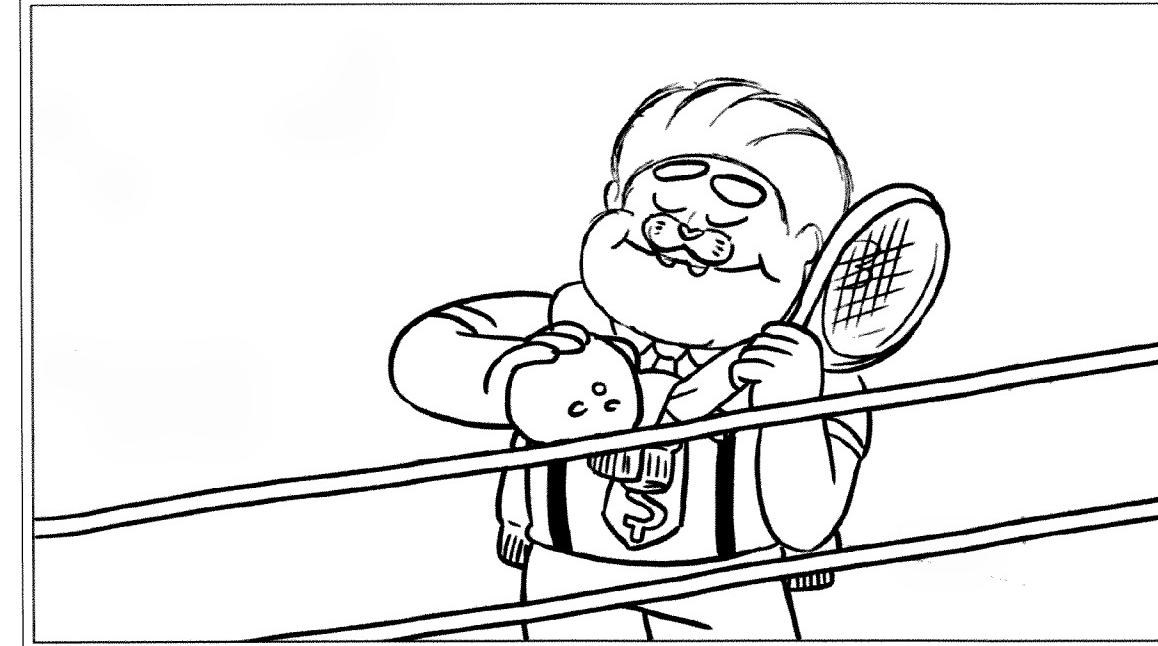
1020.011

1020.011

Scene 119 Panel  
119 *cont* 4



Scene 119 Panel  
119 *cont* 5



Slugging  
0.04  
  
JUL 09 2013

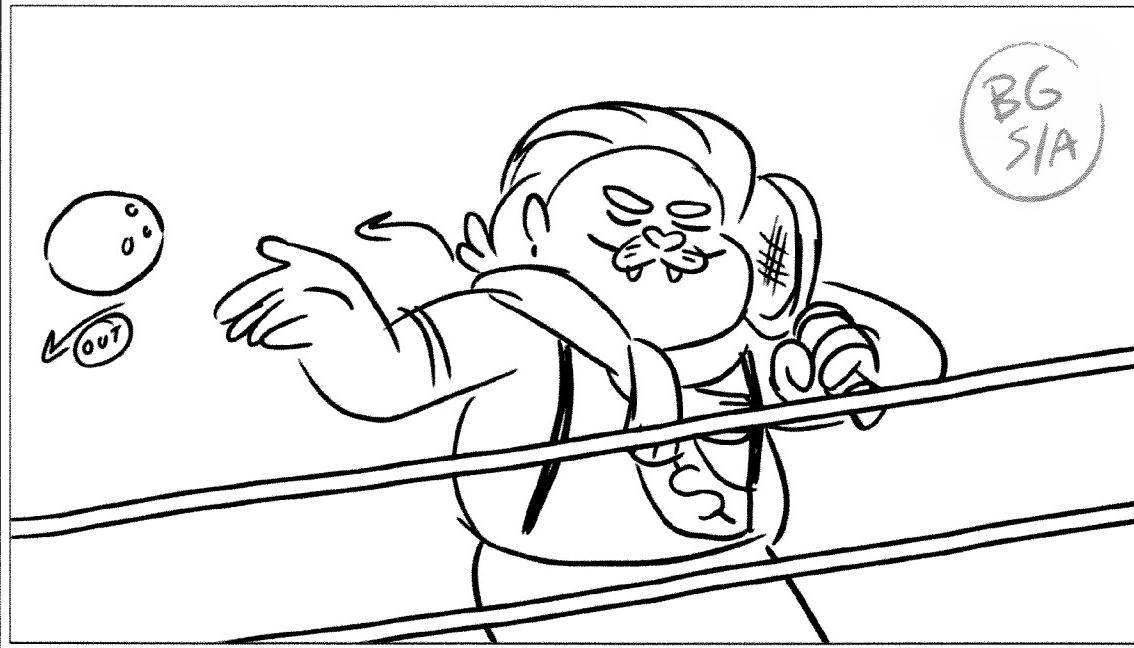
1020.011

1020.011

1020.011

Scene 119 Panel 6

119 *cont*



Action Notes

Coconut thrown OUT screen left.

Slugging

0.10

Scene 119 Panel 7

119 *cont*



Action Notes

Steven smiles proudly!

Slugging

1.04

JUL 09 2011

1020.011

1020.011

1020.011

Scene 120 Panel 1

**Action Notes**

Pearl walks IN by dollar on ground.

**Slugging**

Panels 1 + 2 = 0.11

Scene 120 Panel 2

**Action Notes**

Pearl walks IN by dollar on ground.

JUL 09 2013

1020.011

1020.011

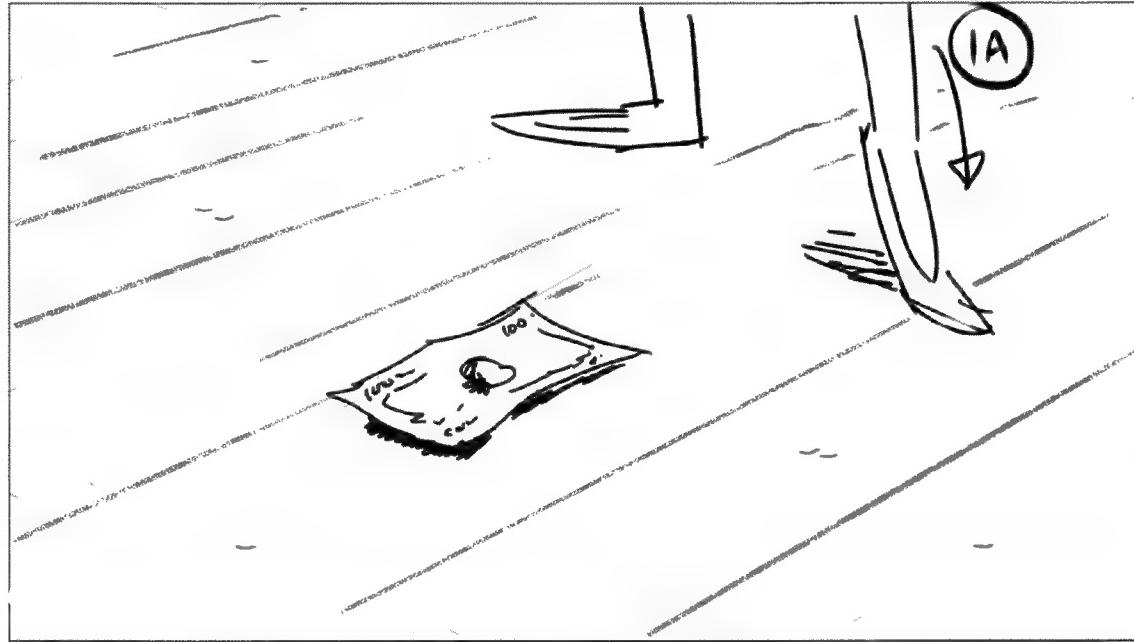
1020.011

Scene

Panel

120 *cont*

3



Scene

Panel

120 *cont*

4



Action Notes  
Pearl stops.

Slugging  
0.14

Action Notes  
Pearl hand IN, grabs the dollar.

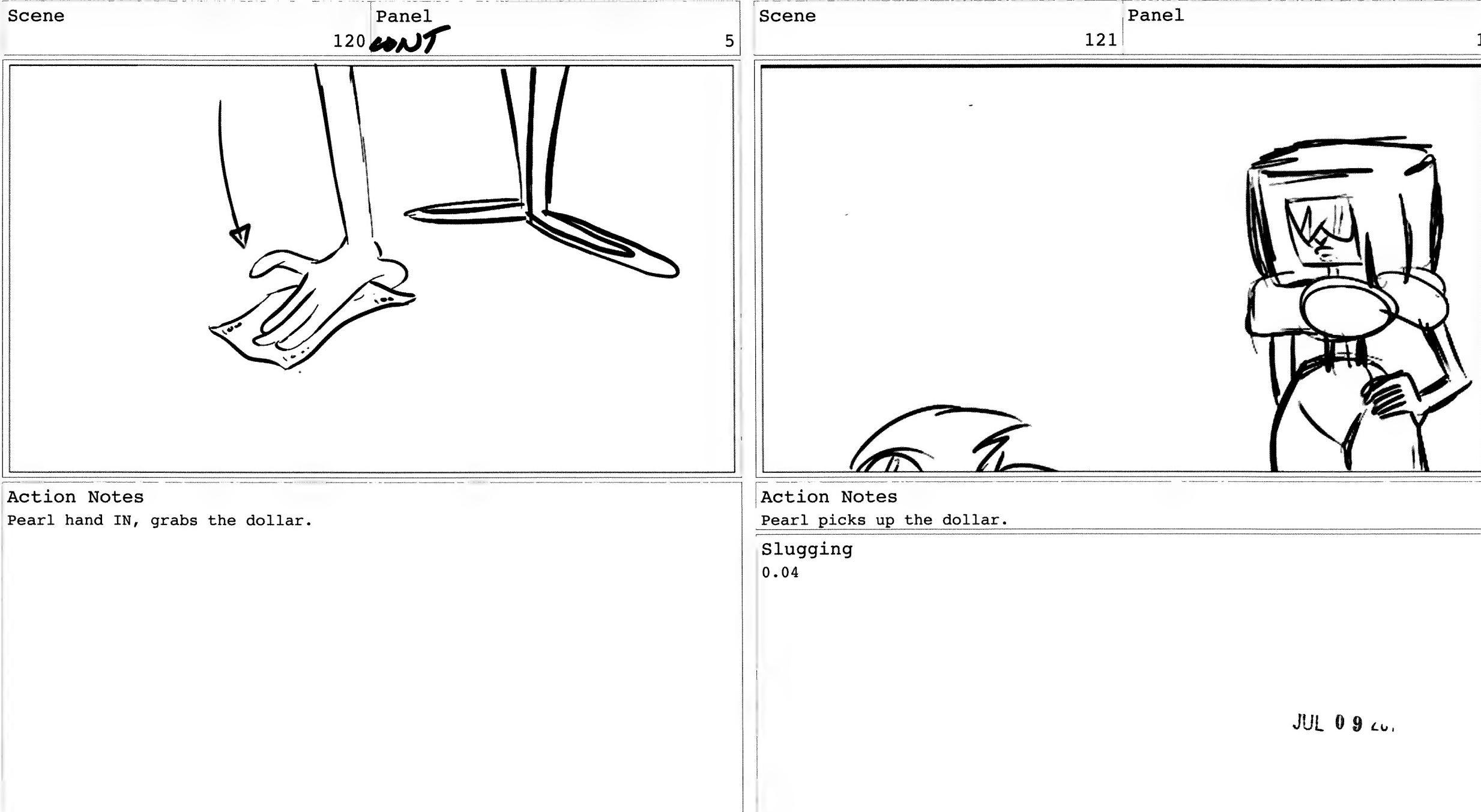
Slugging  
 $Panels\ 4\ +\ 5 = 0.14$

JUL 09 2013

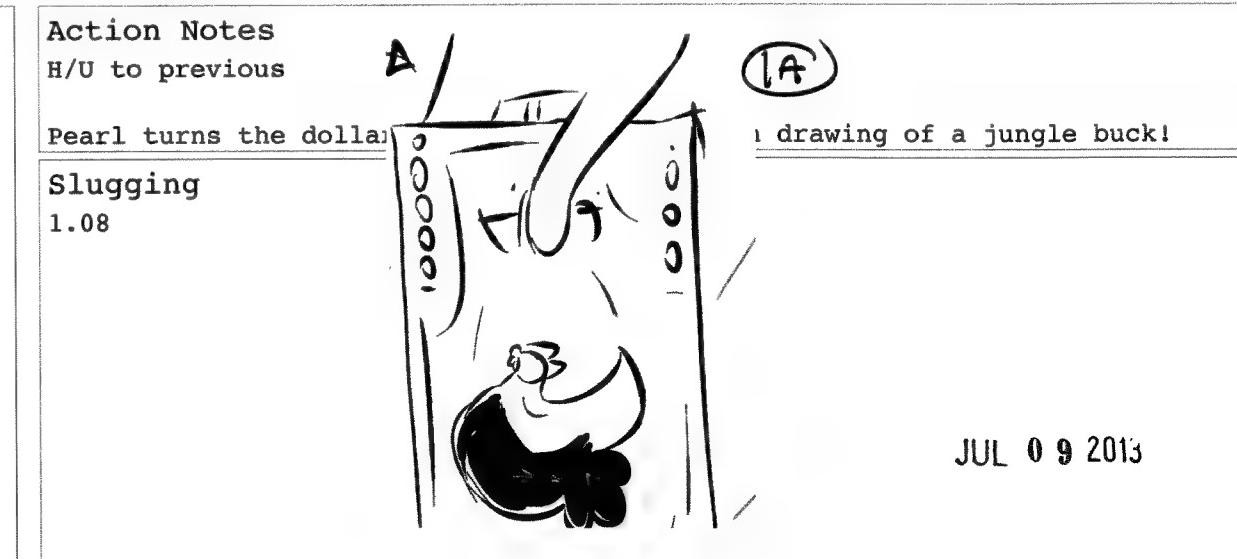
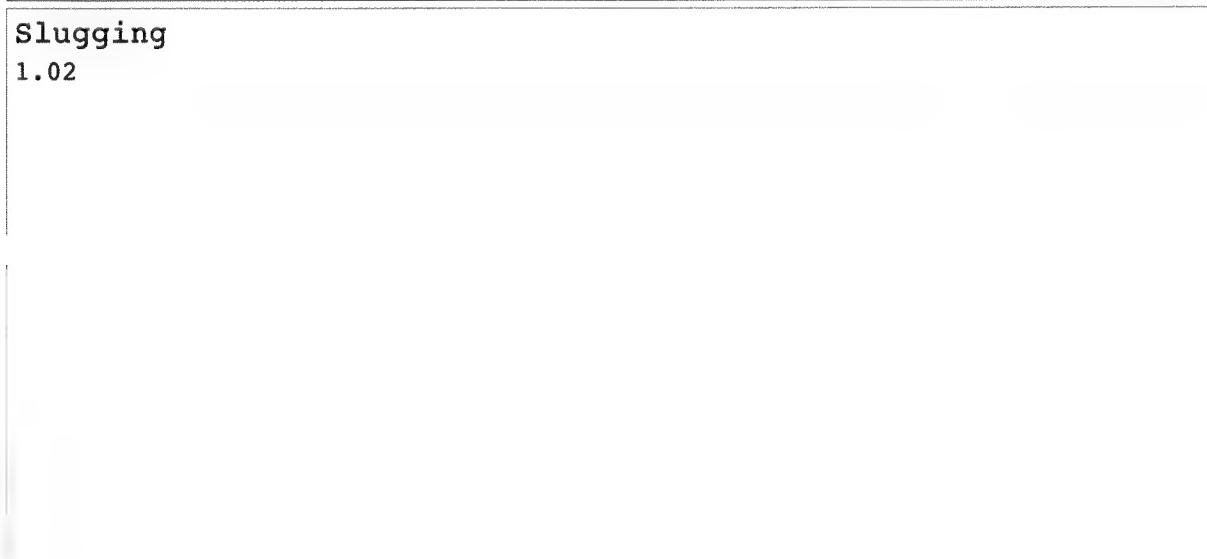
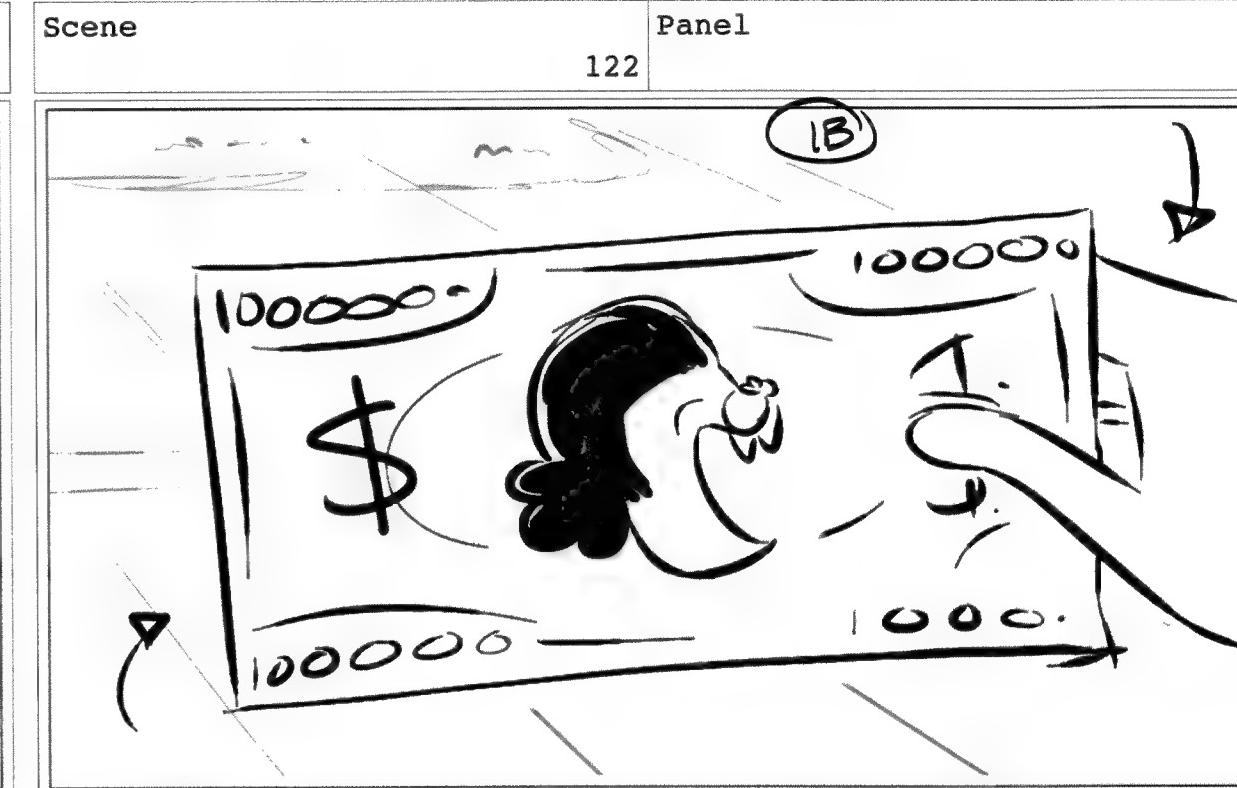
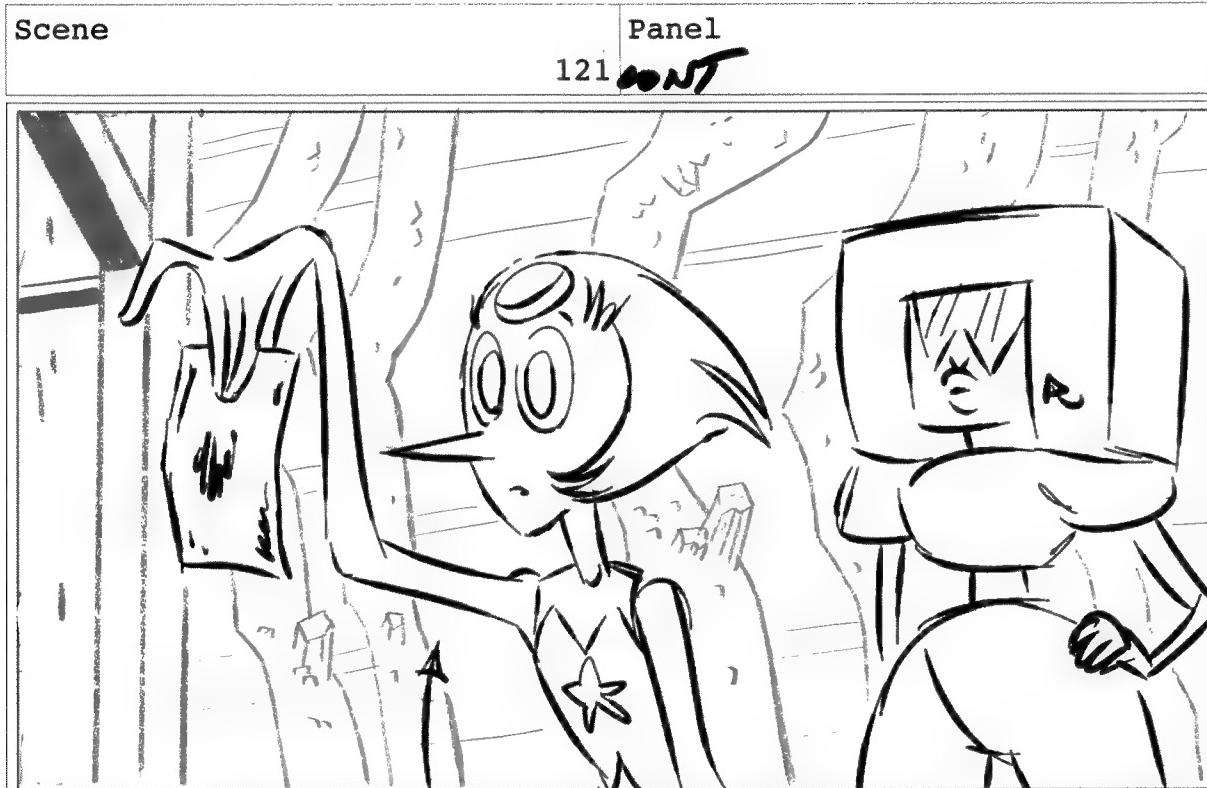
1020.011

1020.011

1020.011

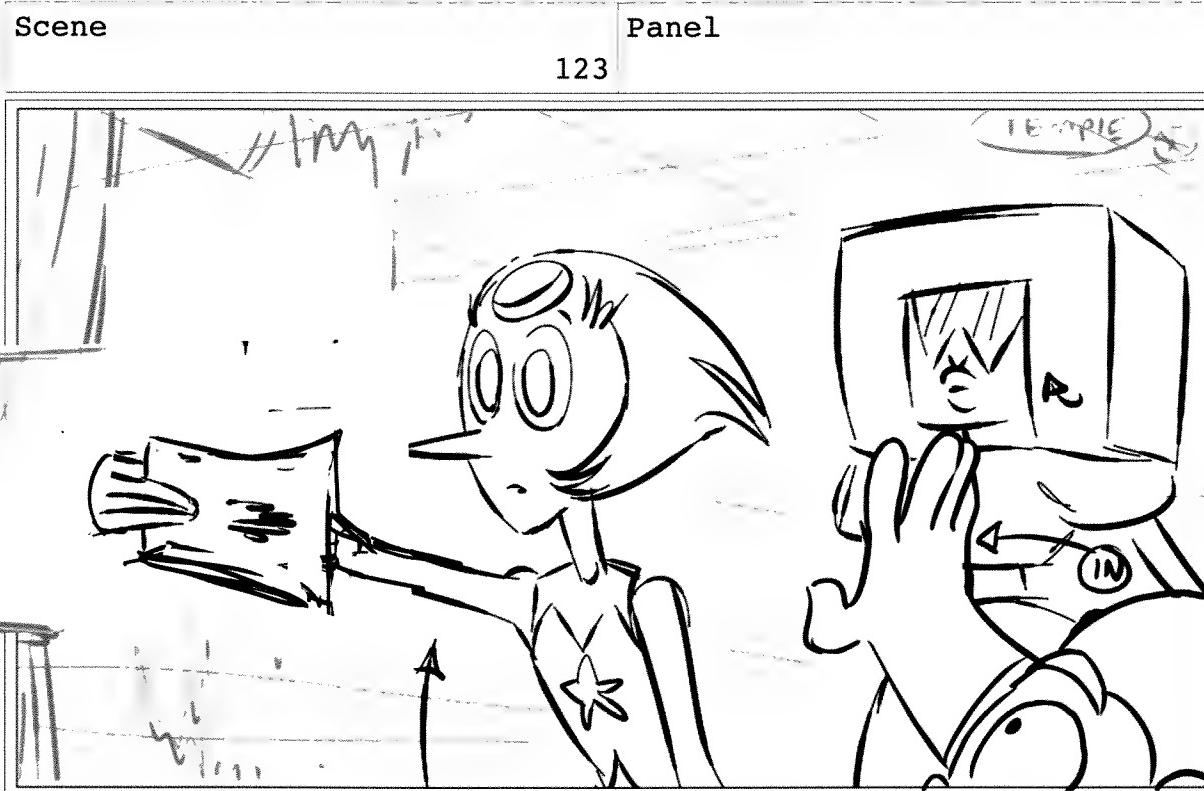


1020 . 011



1020.011

1020.011



Action Notes  
Steven runs IN

Slugging  
Panels 1 + 2 = 0.05

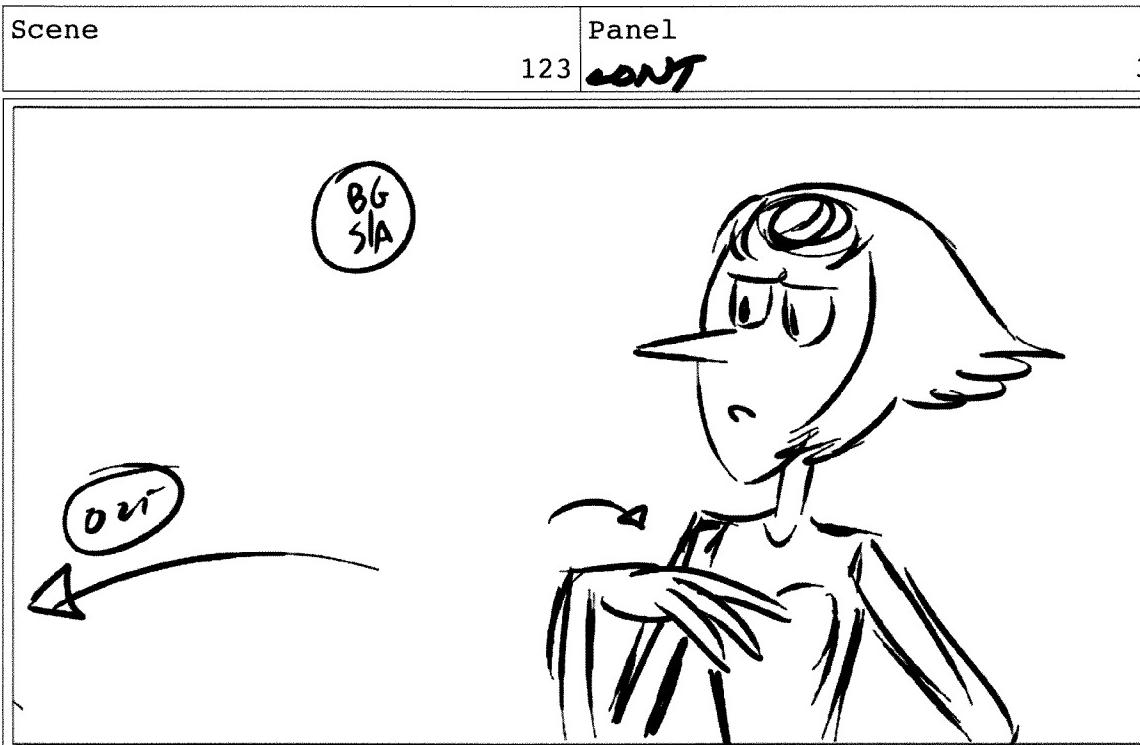


Action Notes  
Steven hand IN / grabs dollar.

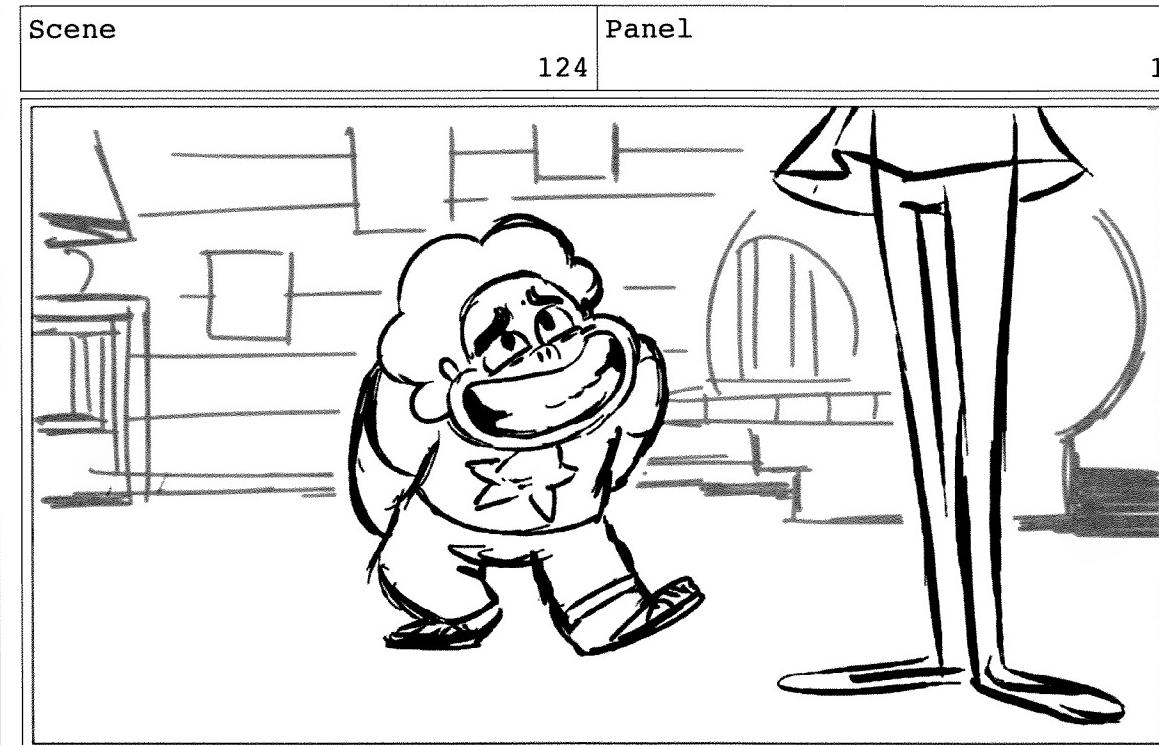
JUL 09 2013

1020 - 011

1020 . 011



Action Notes  
Steven's hand OUT.  
Slugging  
0.12



Action Notes  
Steven nervously hides bill.  
Slugging  
0.12

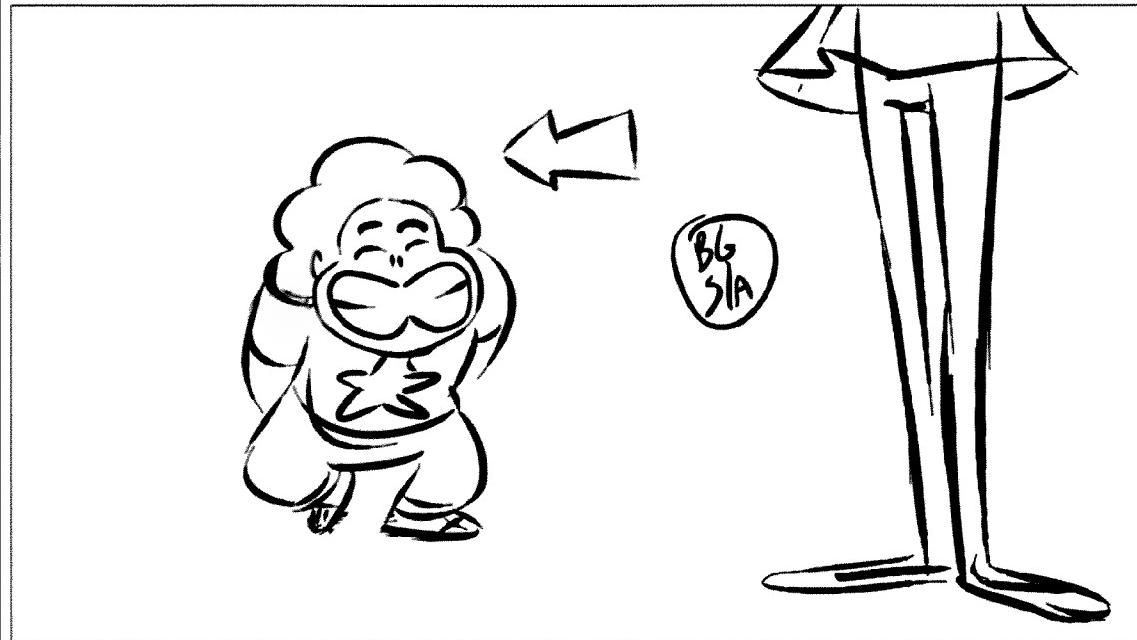
JUL 09 2013

1020.011

1020.011

1020.011

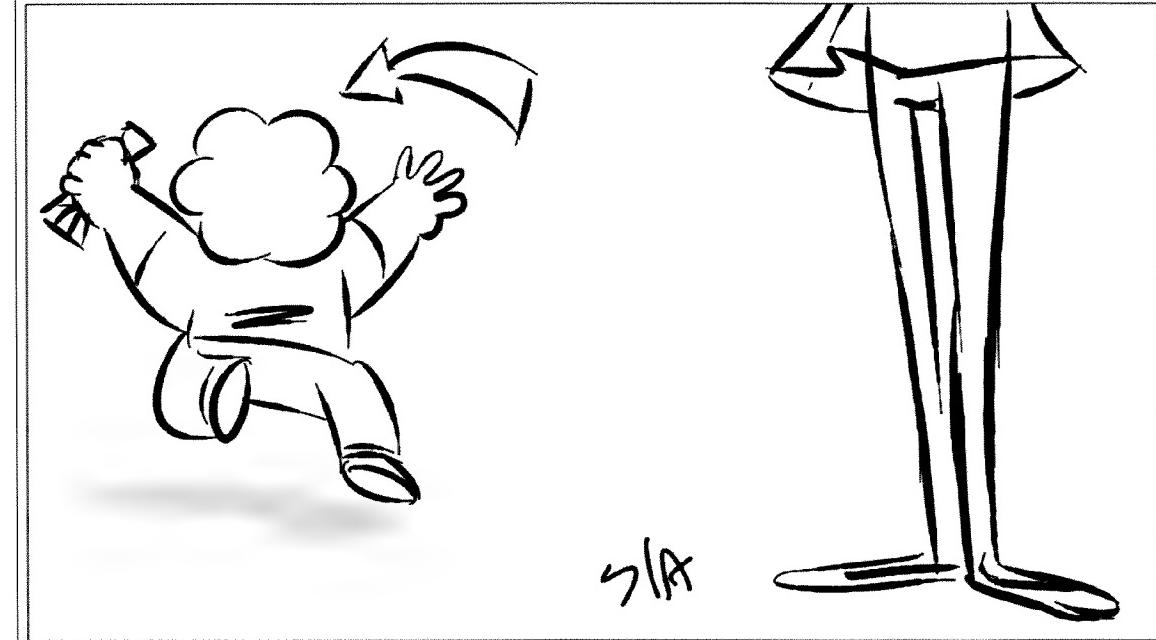
Scene 124 Panel 2 *cont*



Action Notes  
Steven backs away.

Slugging  
0.14

Scene 124 Panel 3 *cont*



Action Notes  
Steven turns and runs off

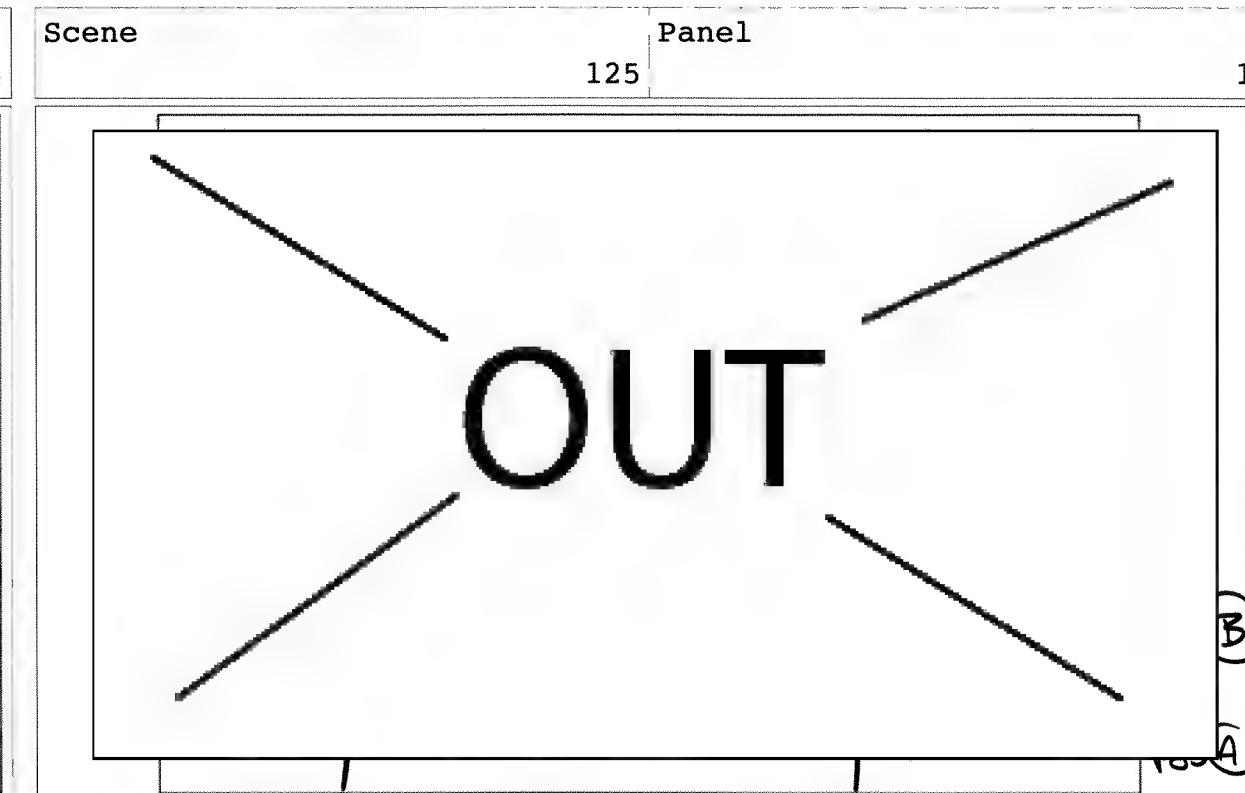
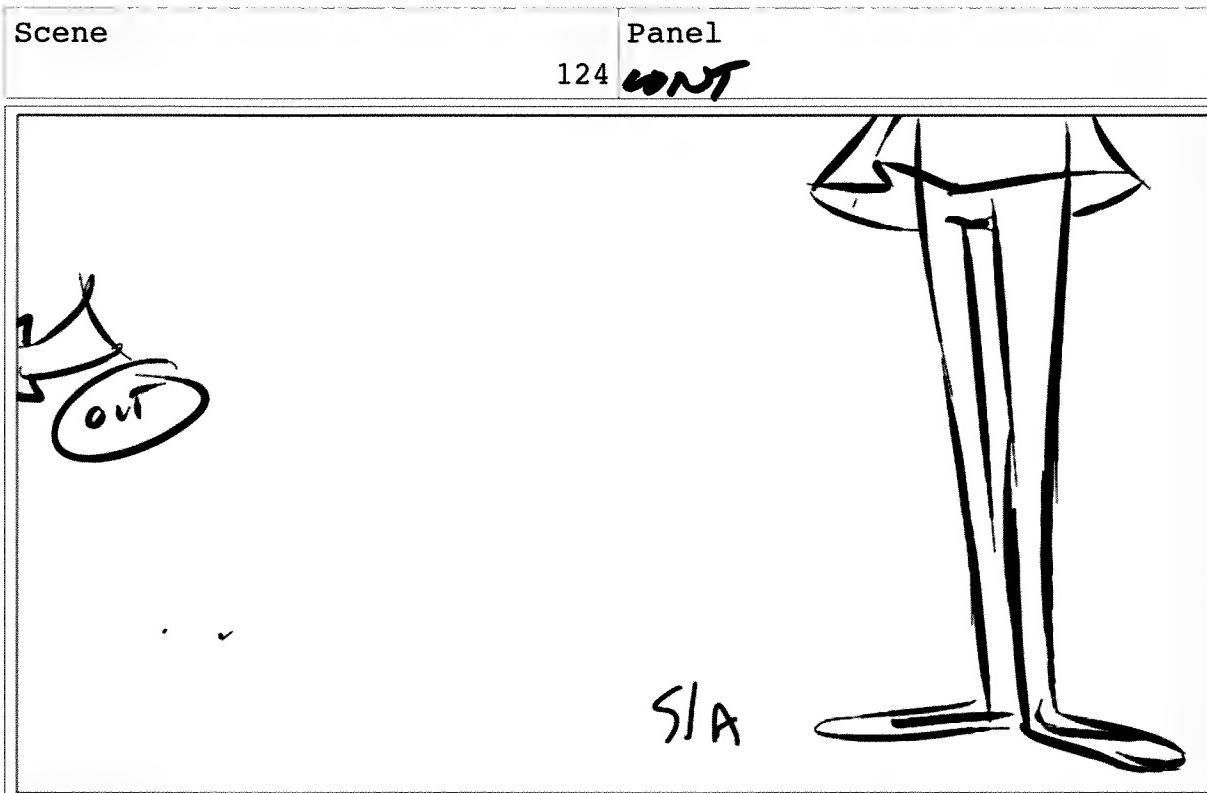
Slugging  
0.04

JUL 09 2013

1020.011

1020.011

1020.011



Action Notes  
Steven OUT.

Slugging  
0.14

Action Notes  
Pan up to steven reading the paper.

Slugging  
HOLD: 0.10  
Then ADJ: 1.10  
Then HOLD: 1.01

JUL 09 2013

1020.011

Scene	Duration	Panel	Duration
125	01:00	1	01:00



## Action Notes

Pan up to steven reading the paper.

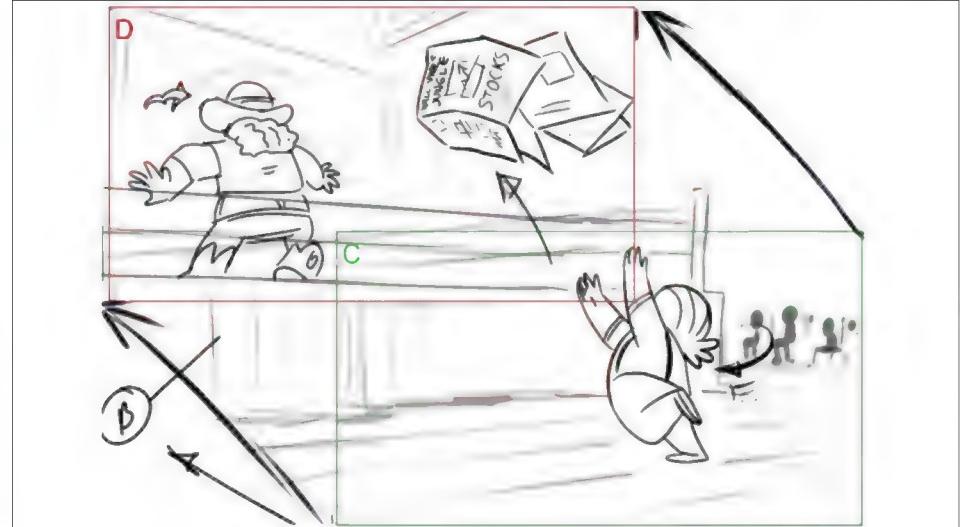
Scene	Duration	Panel	Duration
126	02:00	1	01:00



## Action Notes

Steven spins on heel with paper.

Scene	Duration	Panel	Duration
126	02:00	2	01:00



## Action Notes

Pan with paper as Steven flings it into the ring.

Scene

126 cont

Panel

3



1020 . 011

Action Notes

A cowboy wrestler steps backwards.

Paper flies in screen right and falls down on stage.

Slugging

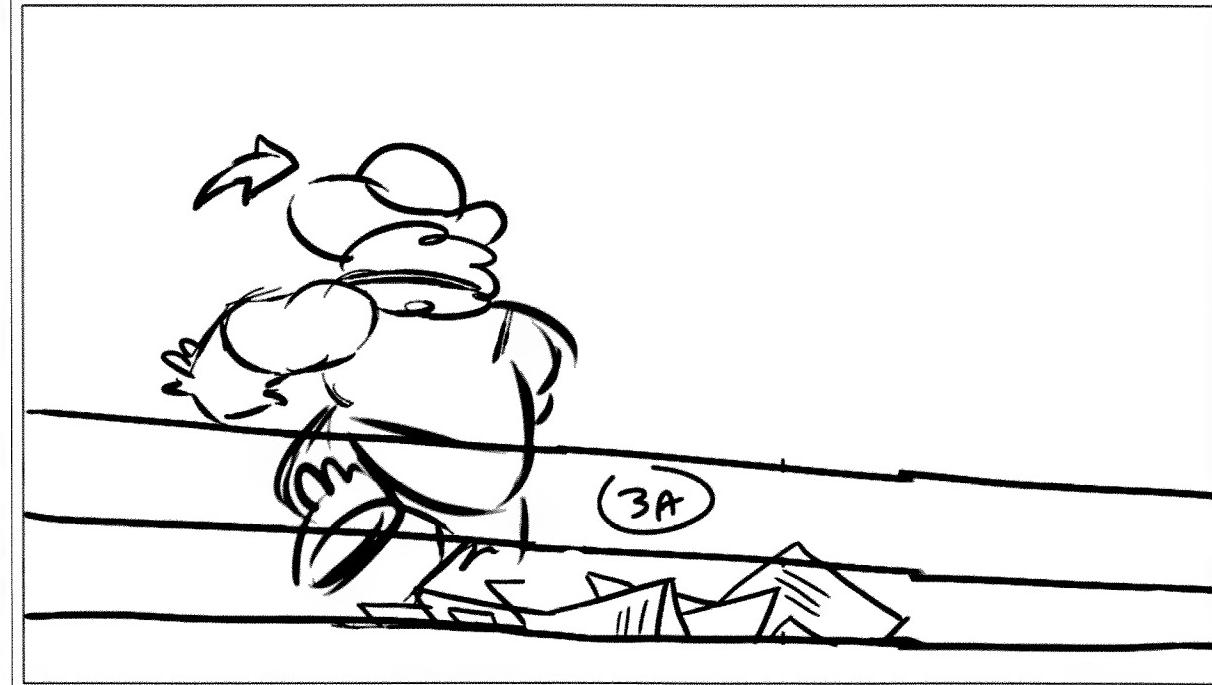
0.07

Scene

126 cont

Panel

4



1020 . 011

Action Notes

Paper lands.

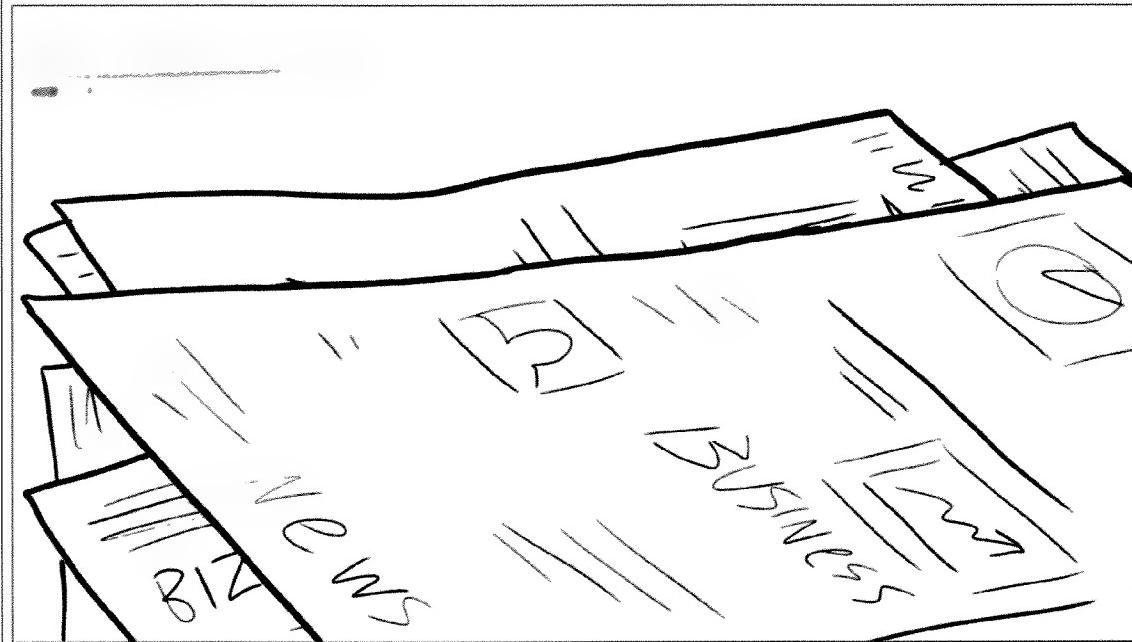
Slugging

0.10

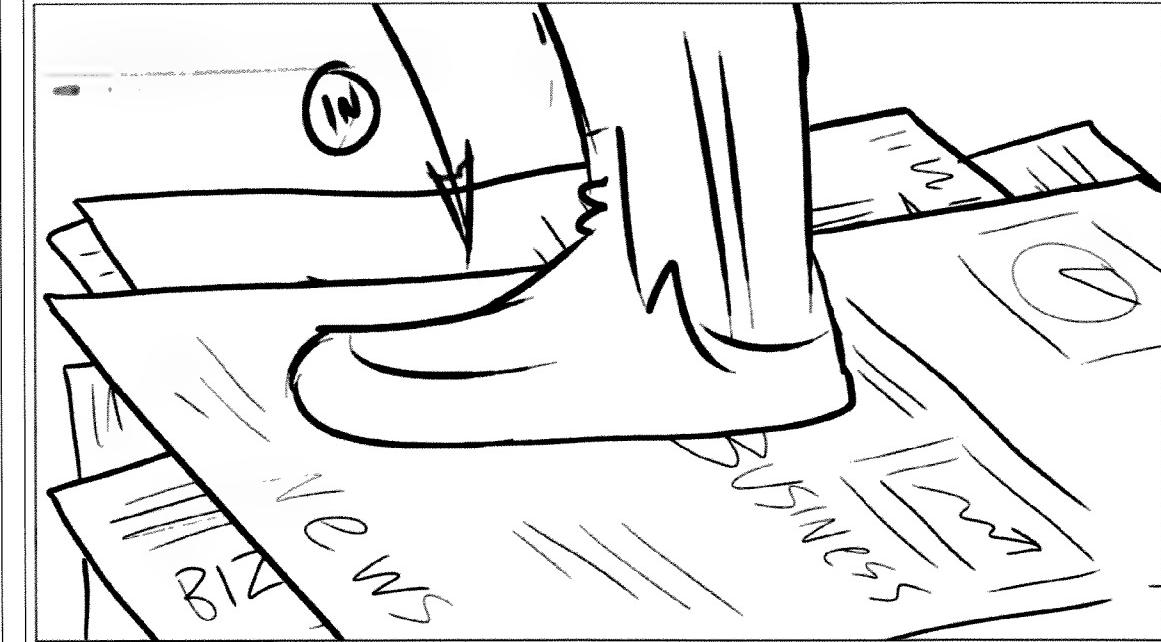
JUL 09 2013

1020 . 011

Scene 128 Panel 1



Scene 128 Panel 2 cont



1020.011

Slugging  
0.04

Action Notes  
Cowboy left foot steps on the paper!

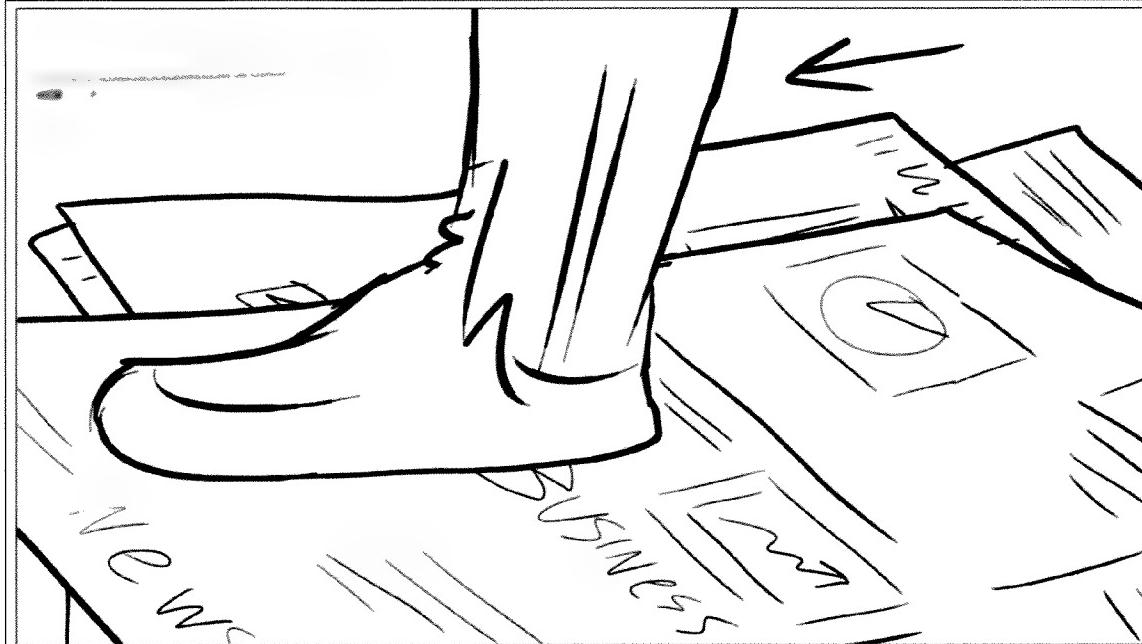
Slugging  
0.05

JUL 09 2011

1020.011

1020.011

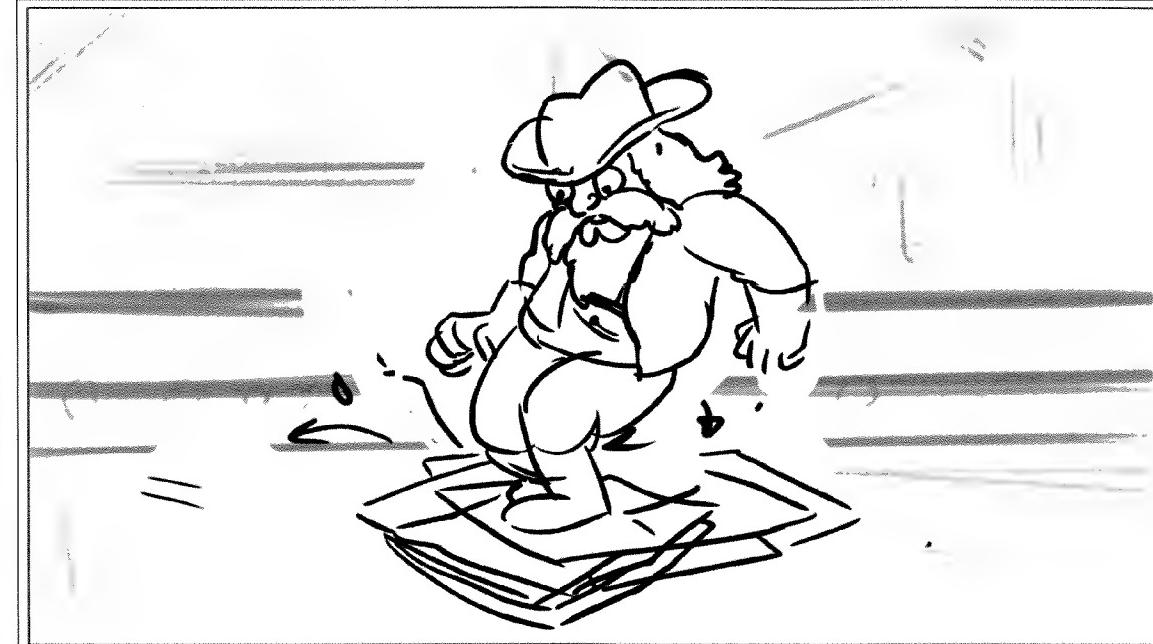
Scene 128 Panel 3



Action Notes  
Cowboy left foot slips on the paper!

Slugging  
0.04

Scene 129 Panel 1



Action Notes  
Lands on right foot, slips on left foot.

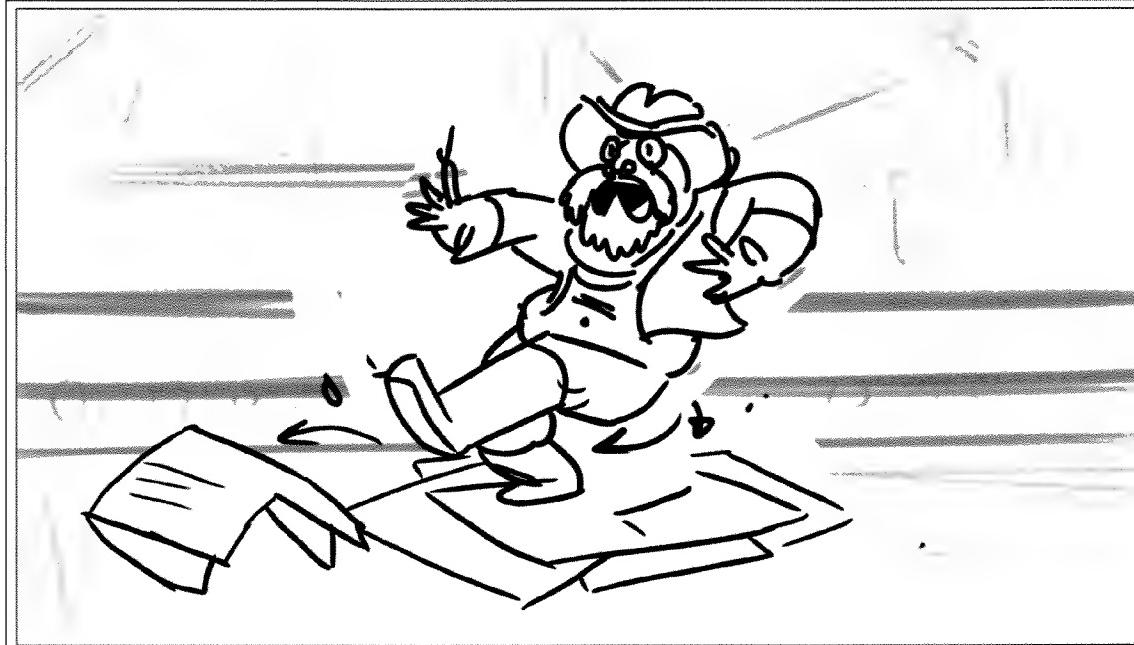
- SP -

JUL 09 2013

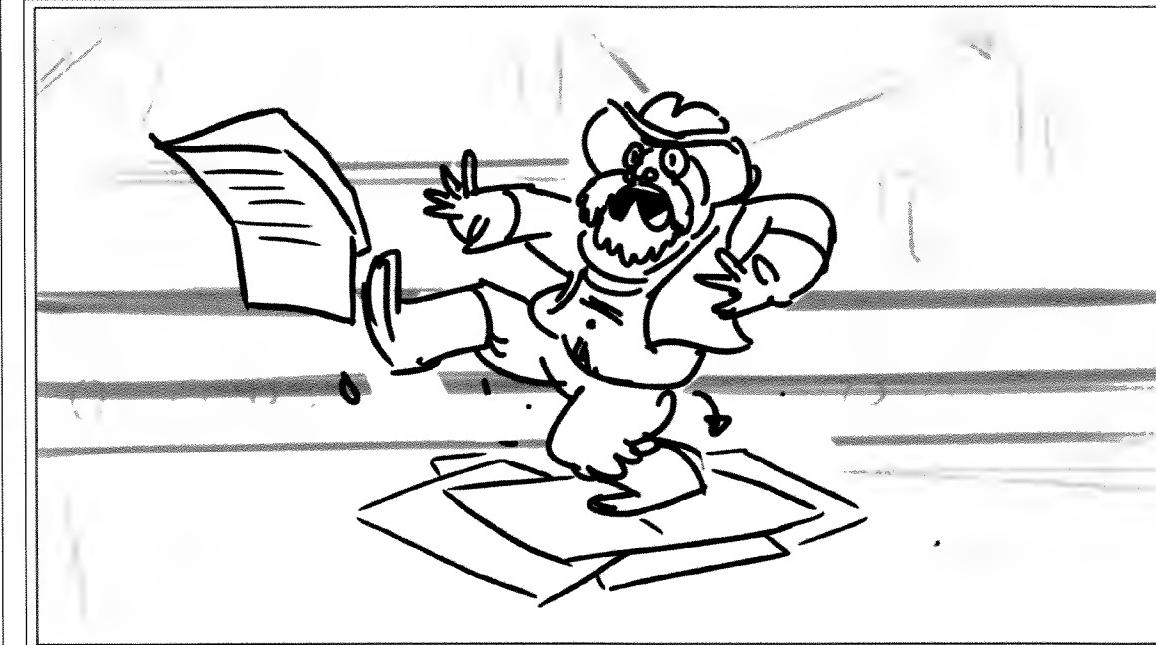
1020.011

1020.011

Scene 129 Panel 2



Scene 129 Panel 3



1020 . 011

Action Notes

Lands on right foot, slips on left foot.

Repeat panels 2 + 3, kicking paper in the air - lossing balance.

Slugging

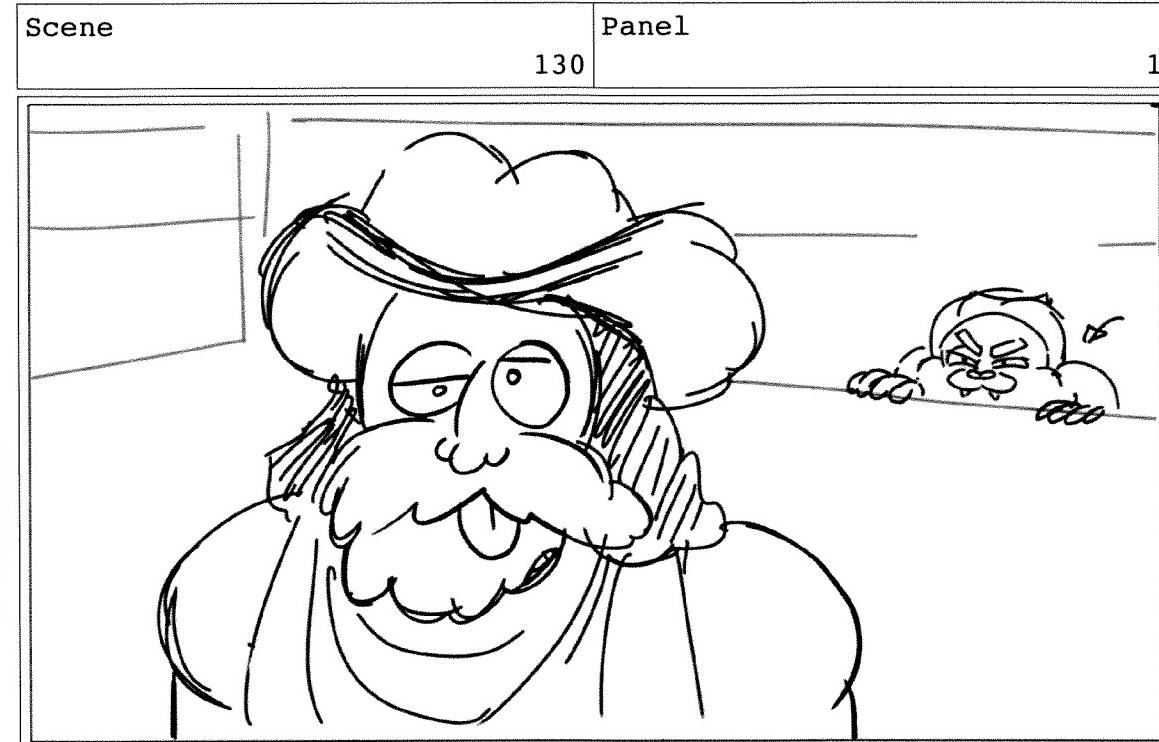
Panels 2 + 3 x 2 = 0.08

total cycle frames: 1.00

JUL 09 2013

1020 . 011

1020 . 011



Action Notes  
Cowboy loses balance and falls on his butt.

Slugging  
0.12

Notes  
H.U. to next scene, arms down.

Slugging  
0.09

JUL 09 2013

1020.011

1020.011

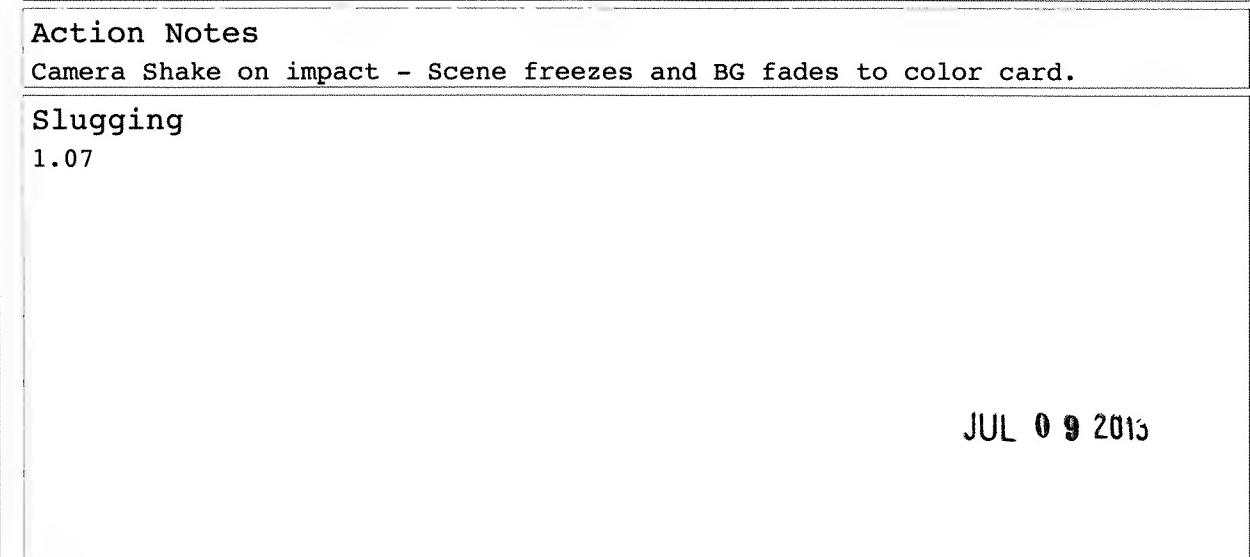
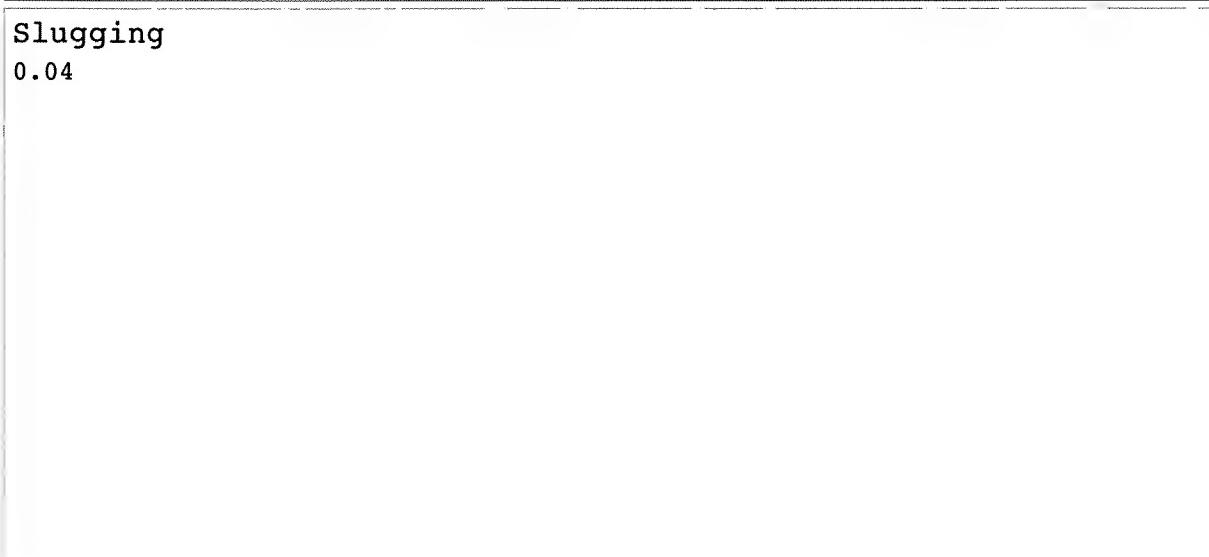
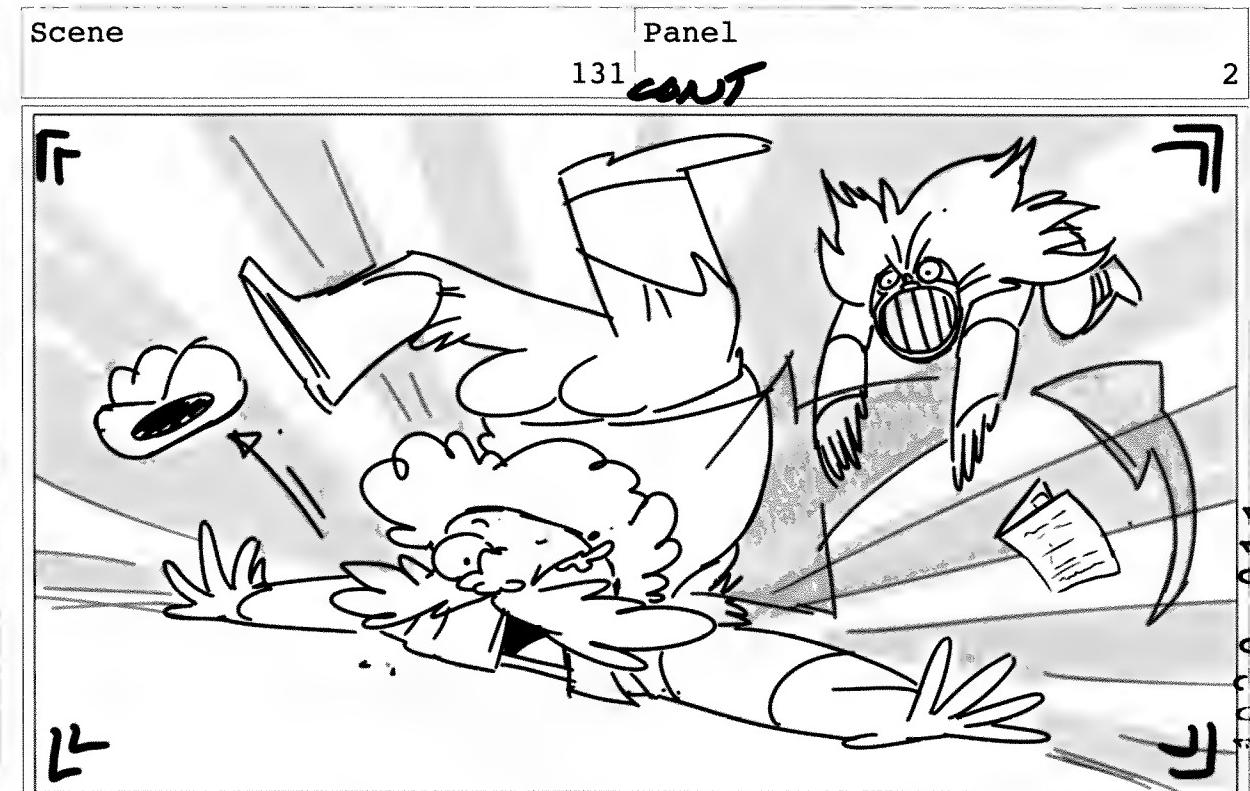
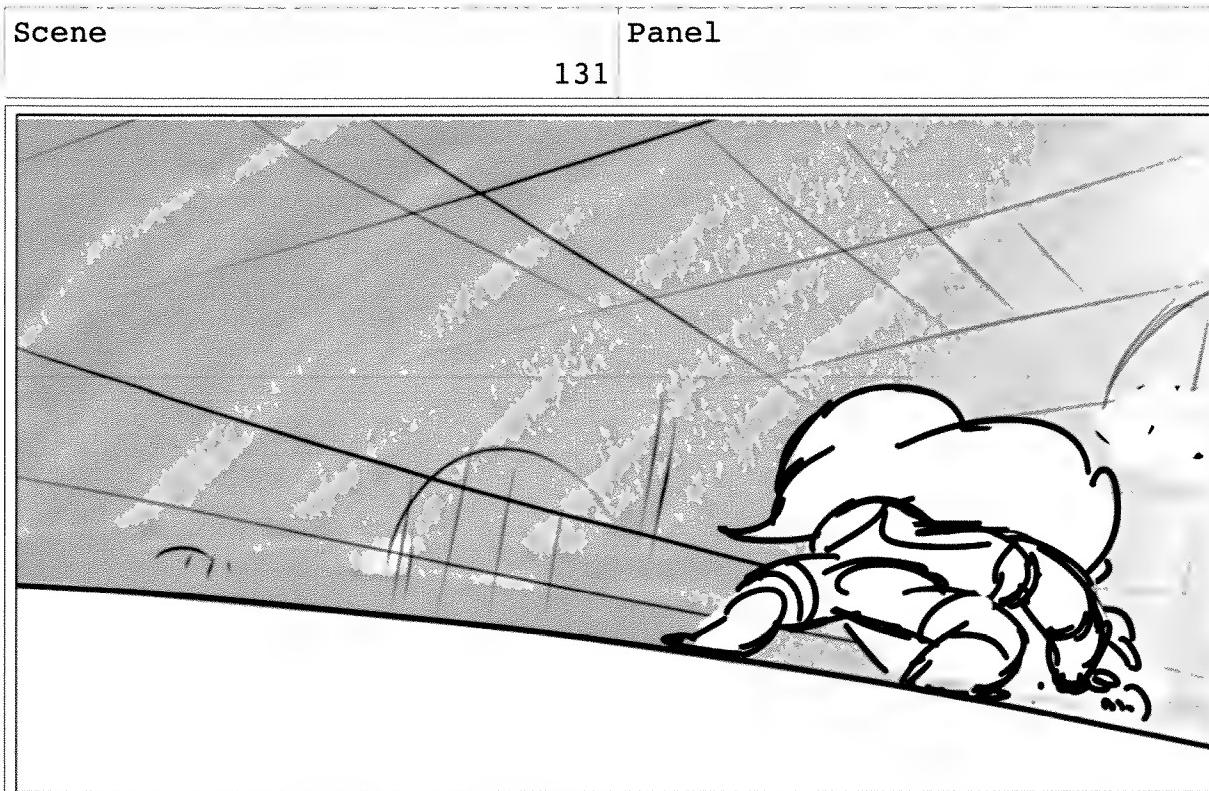
1020.011



1020.011

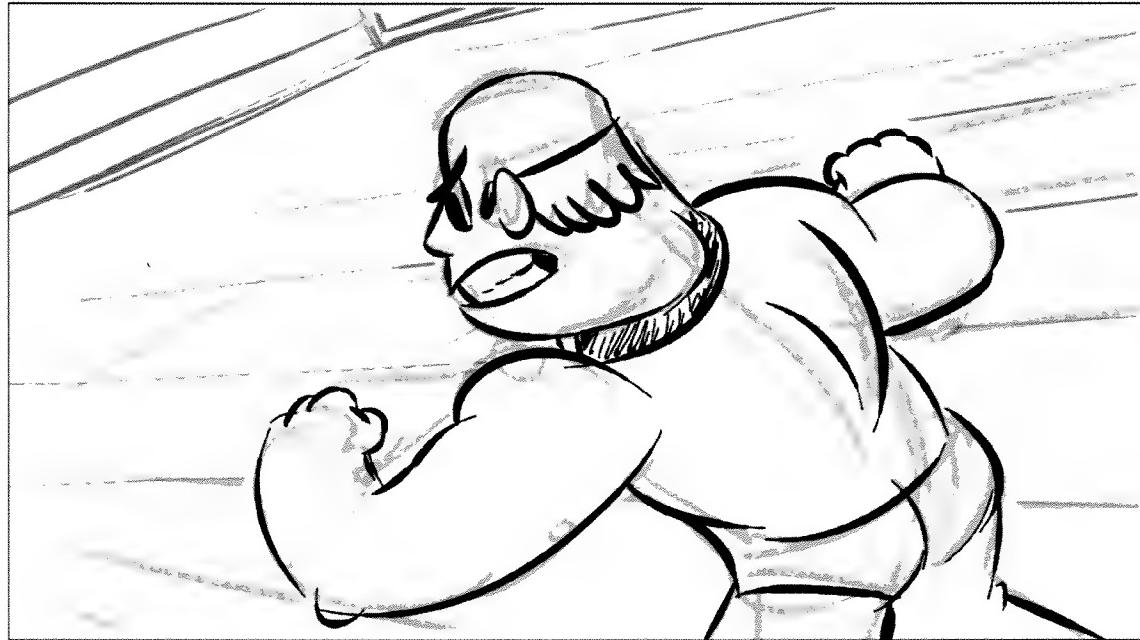
1020.011

1020.011



1020.011

Scene 132 Panel 1



Slugging  
0.06

Scene 132 Panel 2



Action Notes  
Scene freezes and BG fades to color card.

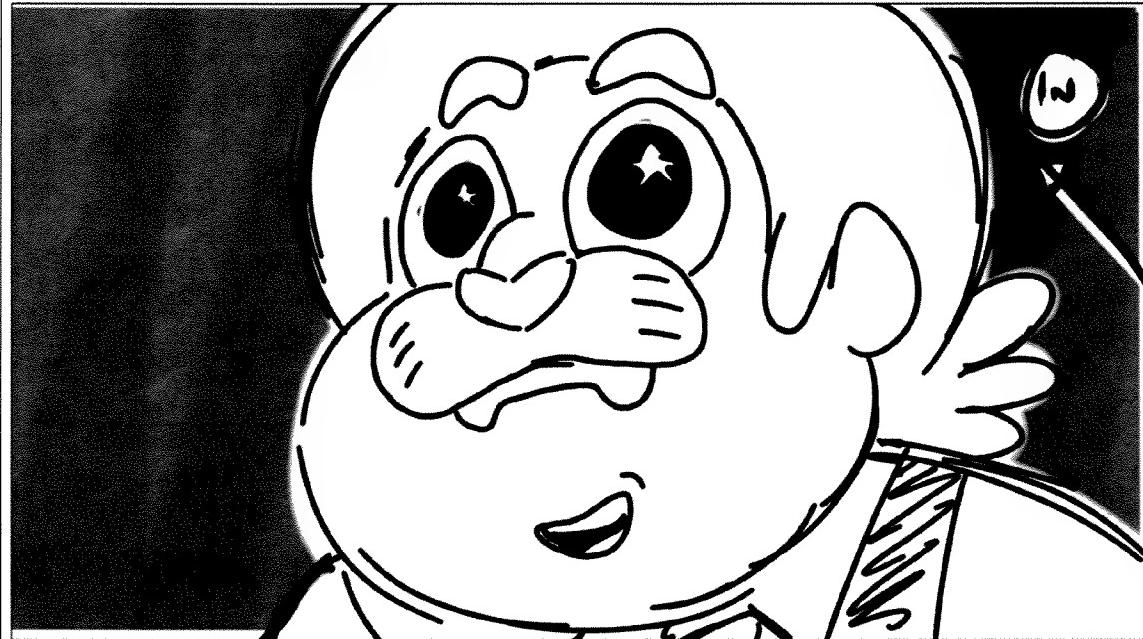
Slugging  
1.03

JUL 09 2013

1020.011

1020.011

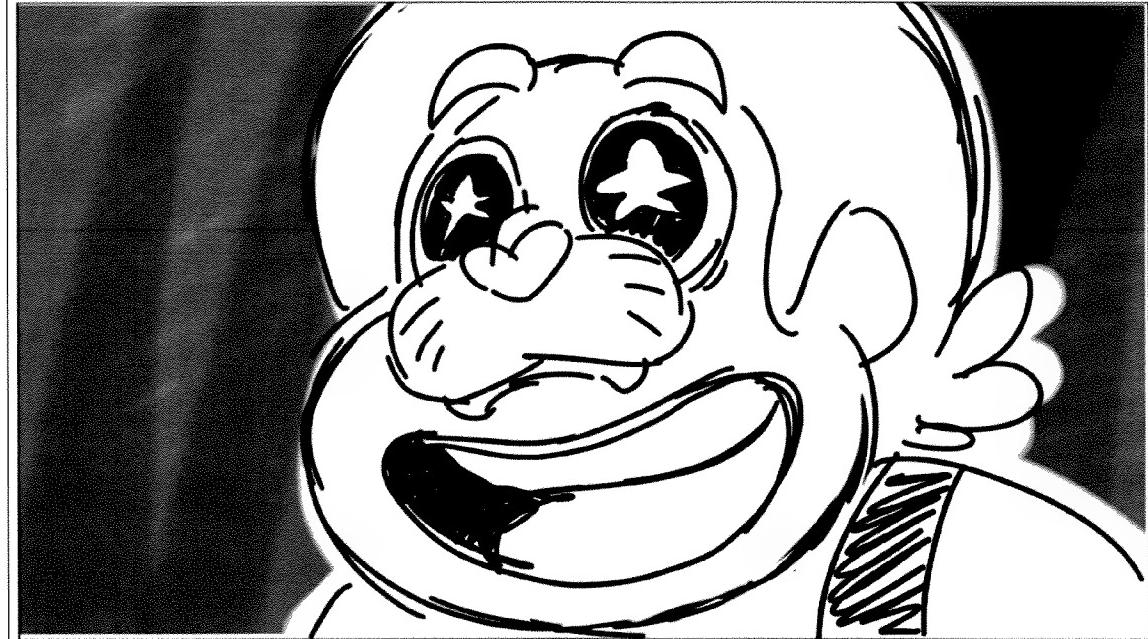
Scene 133 Panel 1



Action Notes  
Steven IN with starry eyes.

Slugging  
0.04

Scene 133 Panel 2



Slugging  
1.02

JUL 09 2013

1020.011

1020.011



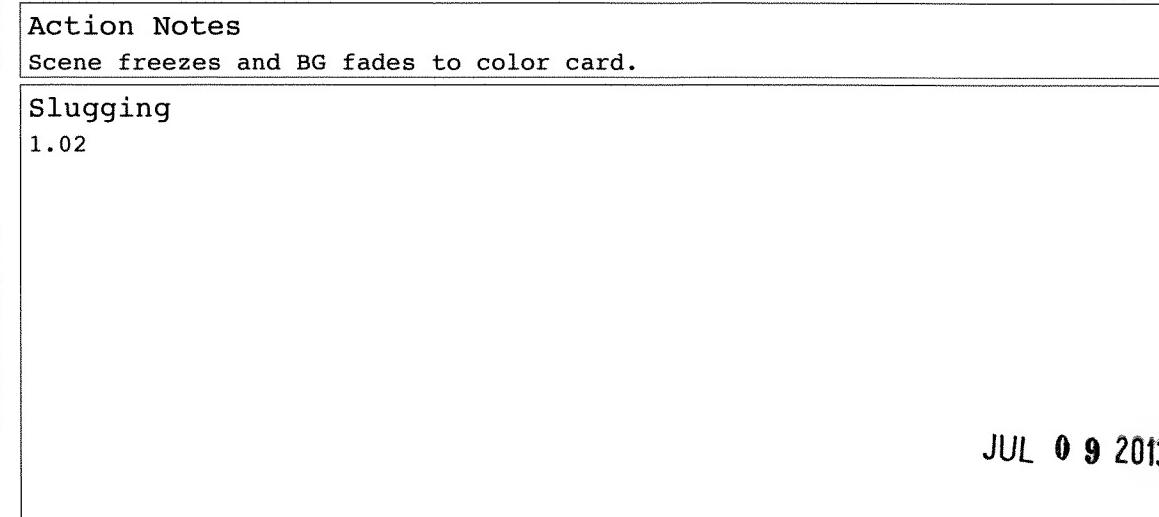
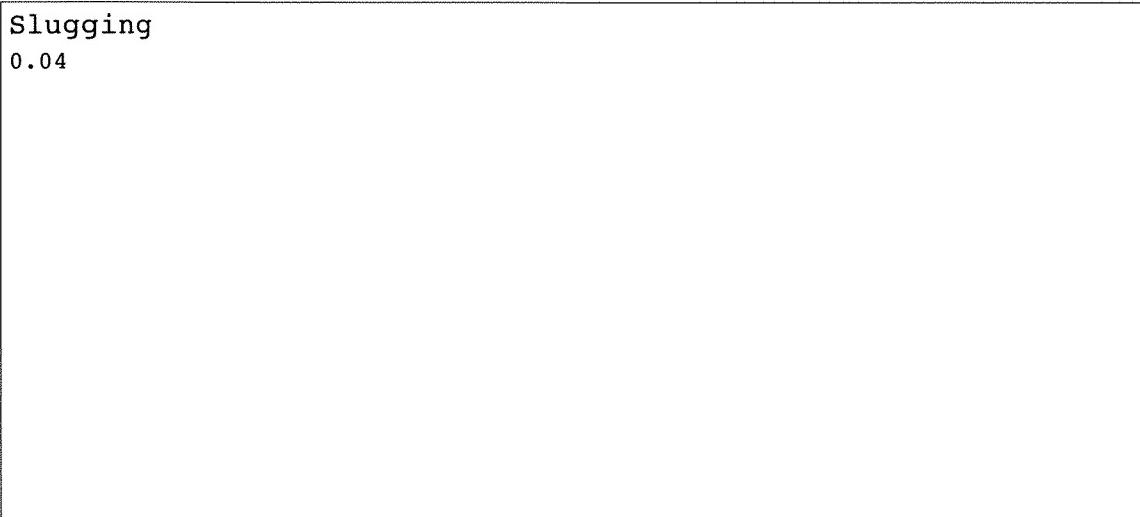
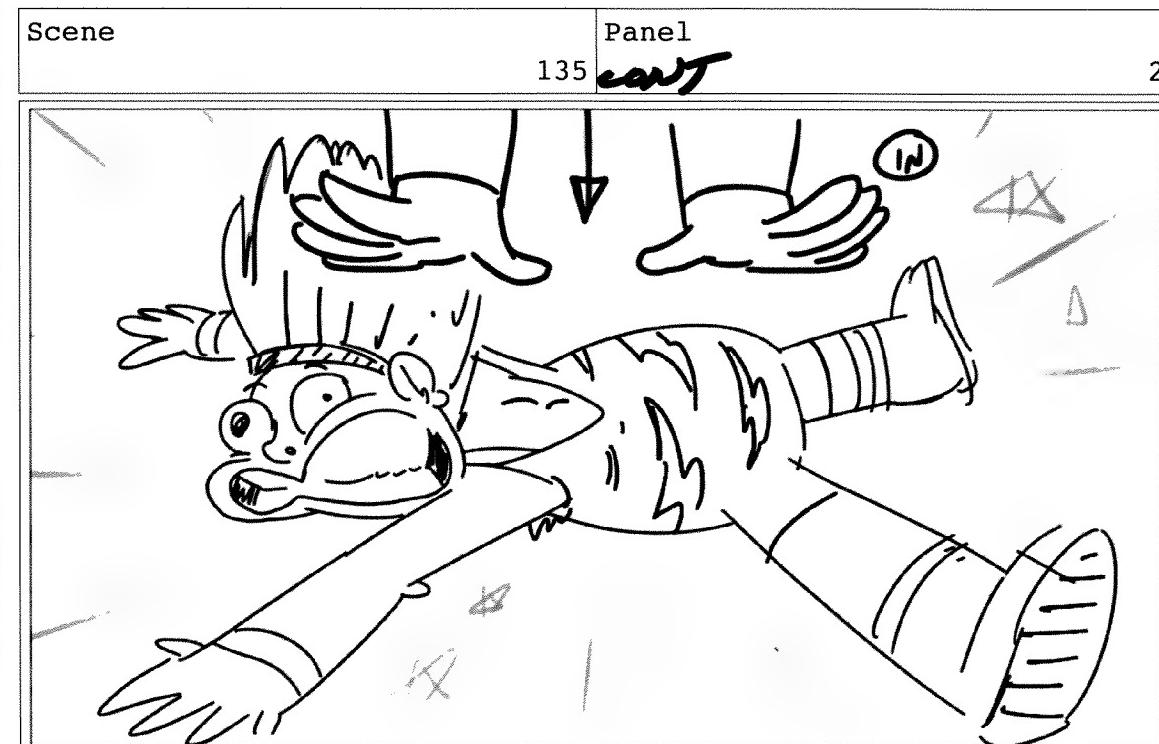
1020 · 011  
Slugging  
0.04

Action Notes  
Scene freezes and BG fades to color card.

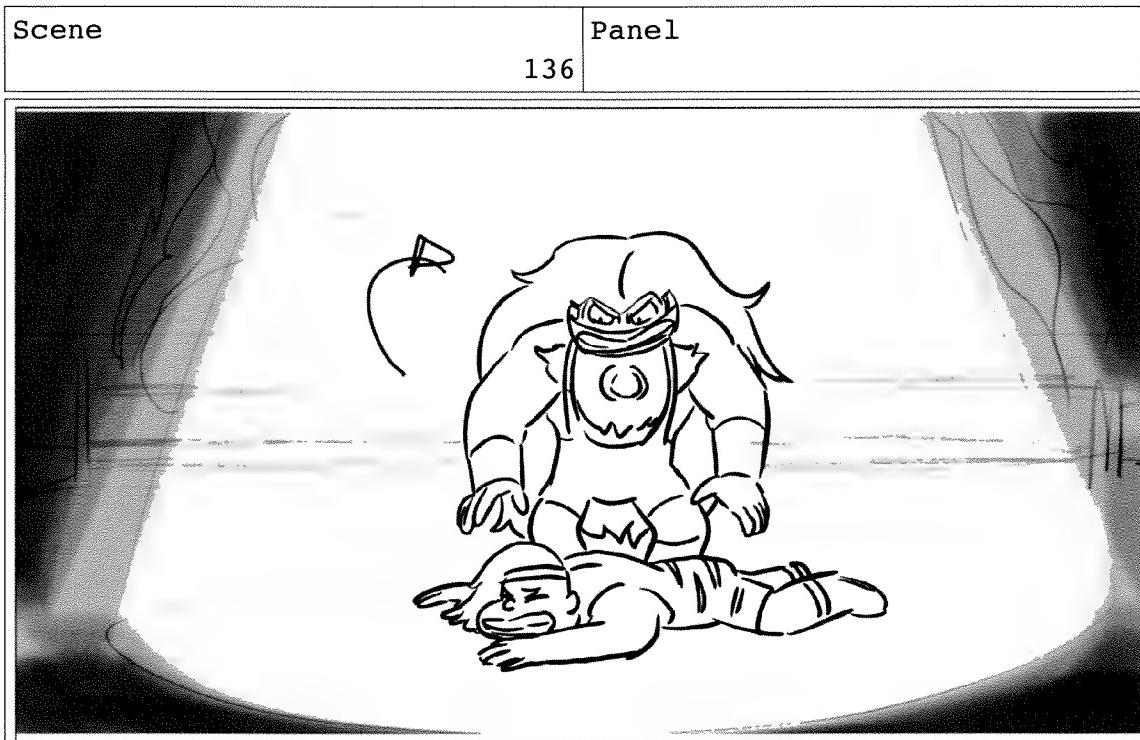
Slugging  
1.02

JUL 09 2011

1020 · 011



1020.011



Action Notes  
Amethyst in spot light - steps on opponent.

Slugging  
Panels 1 + 2 = 0.08

Action Notes  
Amethyst in spot light - steps on opponent.

JUL 09 2013

1020.011

1020.011

1020.011

Scene 136 Panel 136 *CONT* 3



Scene 136 Panel 136 *CONT* 4



Action Notes  
Steven IN dancing around Amethyst.

Slugging  
0.08

Slugging  
0.08

JUL 09 2013

1020.011

1020.011

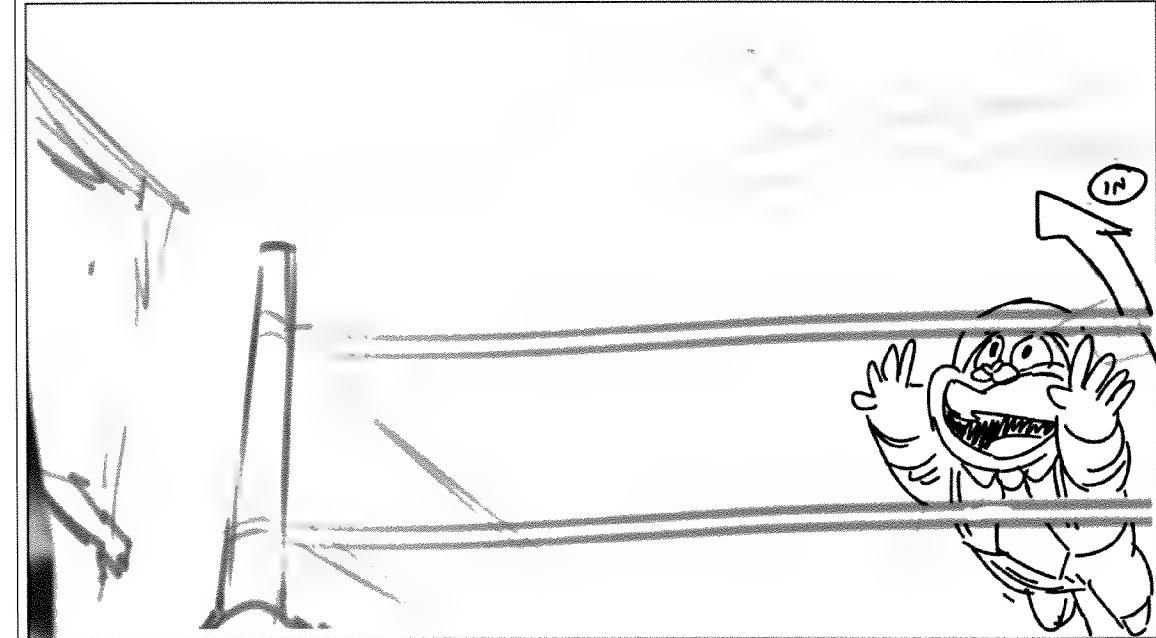
1020.011

Scene 136 Panel  
136 cont 5



1020.011

Scene 137 Panel  
137 1



1020.011

Slugging  
0.08

Action Notes  
Steven IN.

Slugging  
0.12

JUL 09 2013

1020.011

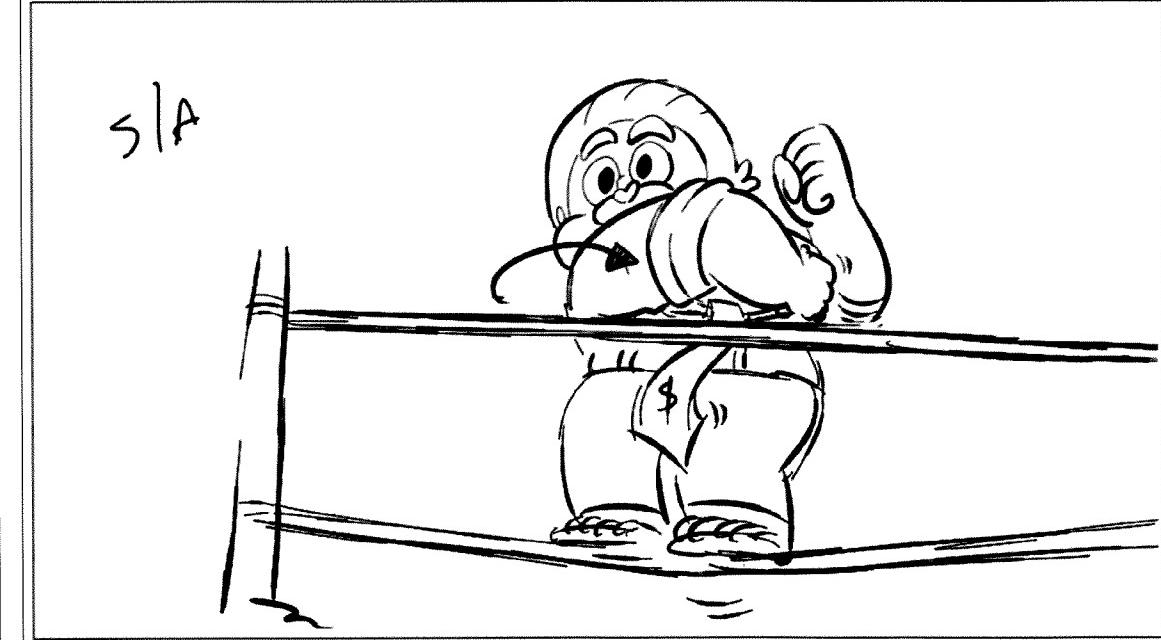
Scene 137 Panel 2  
137 *CONT*



Action Notes  
Steven on the ropes.

Slugging  
0.08

Scene 137 Panel 3  
137 *CONT*



Action Notes  
Steven grabs tie.

Slugging  
0.07

JUL 09 2013

1020.011

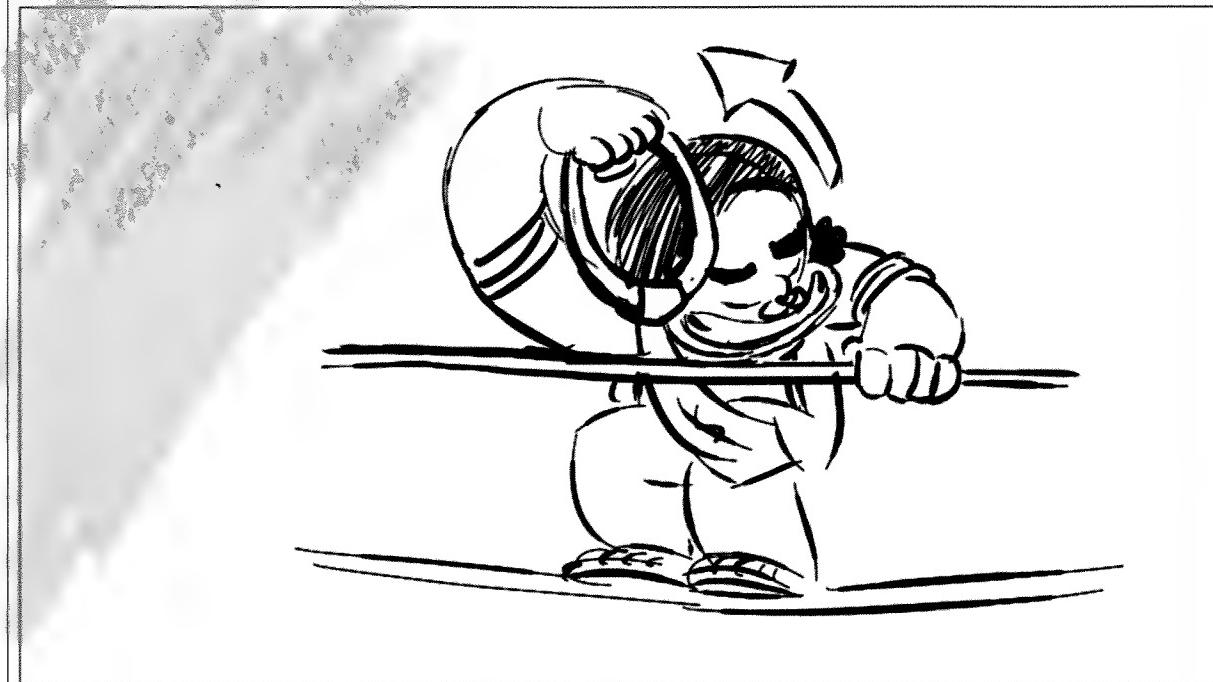
1020.011

Scene

Panel

137 *cont*

4



1020.011

Slugging

0.04

Scene

Panel

137 *cont*

5



Action Notes

Pan with tie as its thrown over the crowd.

1020.011

Slugging

ADJ: 0.07

Then HOLD: 0.11

JUL 09 2013

1020.011



1020-011

1020-011

Scene 138 Panel 3



Action Notes  
Lars catches tie.

Slugging  
0.15

Scene 138 Panel 4



Action Notes  
Lars puts on the tie.

Slugging  
0.08

JUL 09 2015

1020.011

1020.011

1020.011



Action Notes  
Sadie looks over.

Slugging  
0.12



Dialog  
LARS: YAAA!!

Action Notes  
Lars cheers.

Slugging  
2.03

JUL 09 2013

1020.011

Scene 139 Panel 1



Dialog  
CROWD: BOO!

Action Notes  
Steven stands proudly as garbage from the audience bounces off him.

Slugging  
Panels 1 to 4 = 2.03

Scene 139 Panel 2 cont



Dialog  
CROWD: BOO!

Action Notes  
Steven stands proudly as garbage from the audience bounces off him.

JUL 09 2013

1020.011

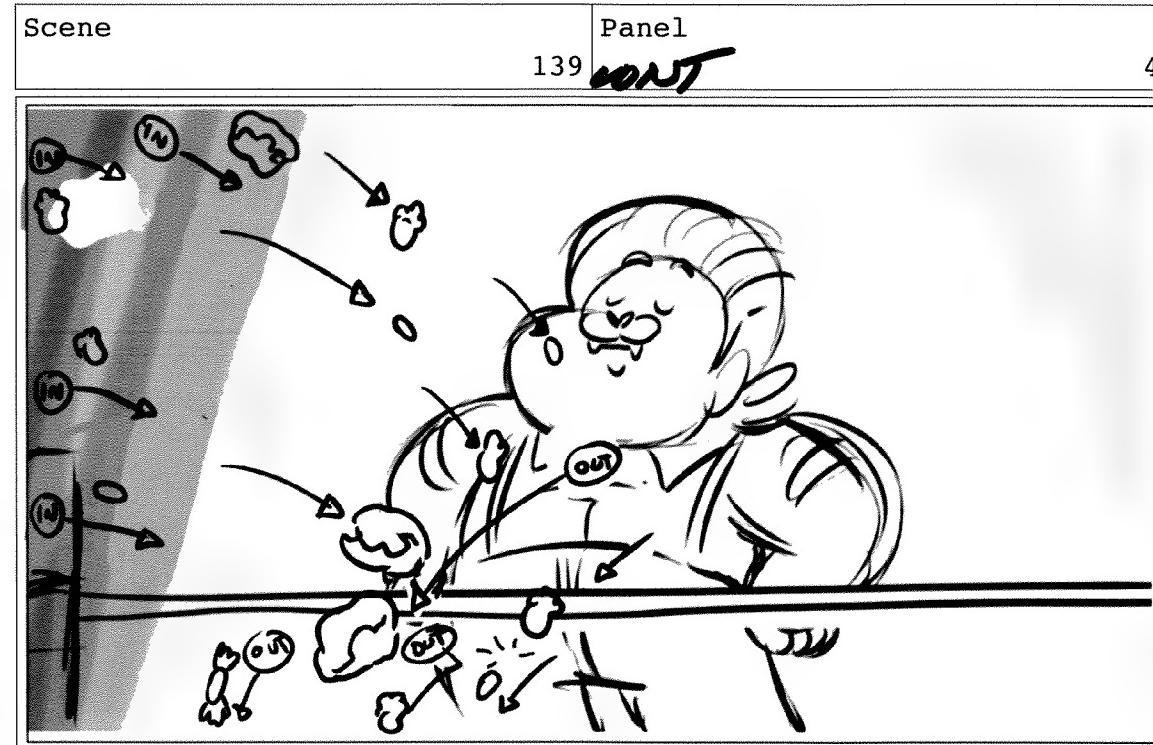
1020.011

1020.011



Dialog  
CROWD: BOO!

Action Notes  
Steven stands proudly as garbage from the audience bounces off him.



Dialog  
CROWD: BOO!

Action Notes  
Steven stands proudly as garbage from the audience bounces off him.

JUL 09 2013

Scene 140 Panel 1



Dialog  
MR. SMILEY (os): RECORD-BREAKING HEAT...

Slugging  
1.11

Scene 141 Panel 1



Dialog  
MR. SMILEY: ...TONIGHT, FOLKS!

Slugging  
0.15

JUL 09 2013

1020.011

1020.011

1020.011

Scene

Panel

141 *CONT*

2

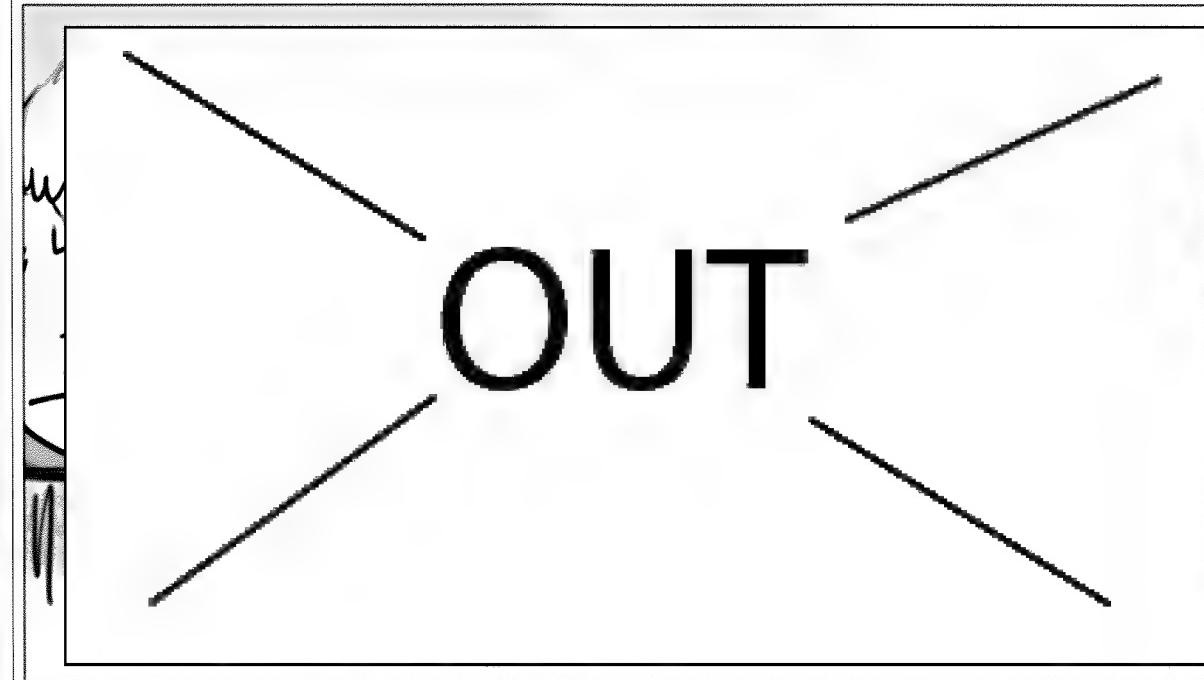


Scene

Panel

142

1



Dialog

MR. SMILEY: COULD IT BE?

Slugging

1.06

Dialog

MR. SMILEY (os): TIGER MILLIONAIRE HAS BOUGHT OUT OUR SODA STAND!

Action Notes

Steven walks up with armful of soda.

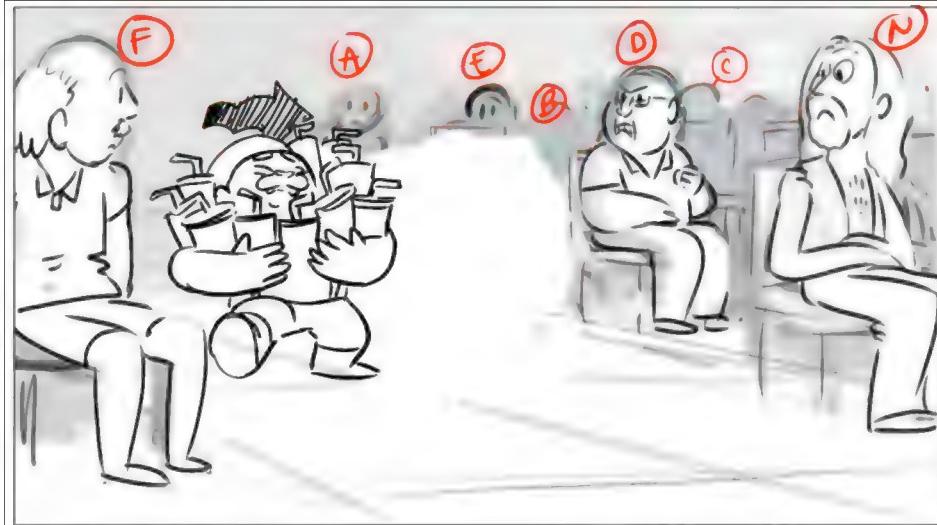
Slugging

Panels 1 + 2 = 3.14

JUL 09 2013

1020.011

Scene	Duration	Panel	Duration
142	05:00	1	01:00



Scene	Duration	Panel	Duration
142	05:00	2	01:00



## Dialog

MR. SMILEY (os) : TIGER  
MILLIONAIRE HAS BOUGHT OUT  
OUR SODA STAND !

## Dialog

MR. SMILEY (os) : TIGER  
MILLIONAIRE HAS BOUGHT OUT  
OUR SODA STAND !

## Action Notes

Steven walks up with armful  
of soda.

## Action Notes

Steven walks up with armful  
of soda.

Scene	Duration	Panel	Duration
142	05:00	3	01:00



Scene	Duration	Panel	Duration
142	05:00	4	01:00



## Dialog

MR. SMILEY (os) : MAYBE HE'LL  
SHARE WITH HIS THIRSTY---

## Dialog

MR. SMILEY (os) : OOOOH!

## Action Notes

Steven stops.

## Action Notes

Steven drops sodas  
intentionally - crowd reacts.

Scene	Duration	Panel	Duration
142	05:00	5	01:00



## Dialog

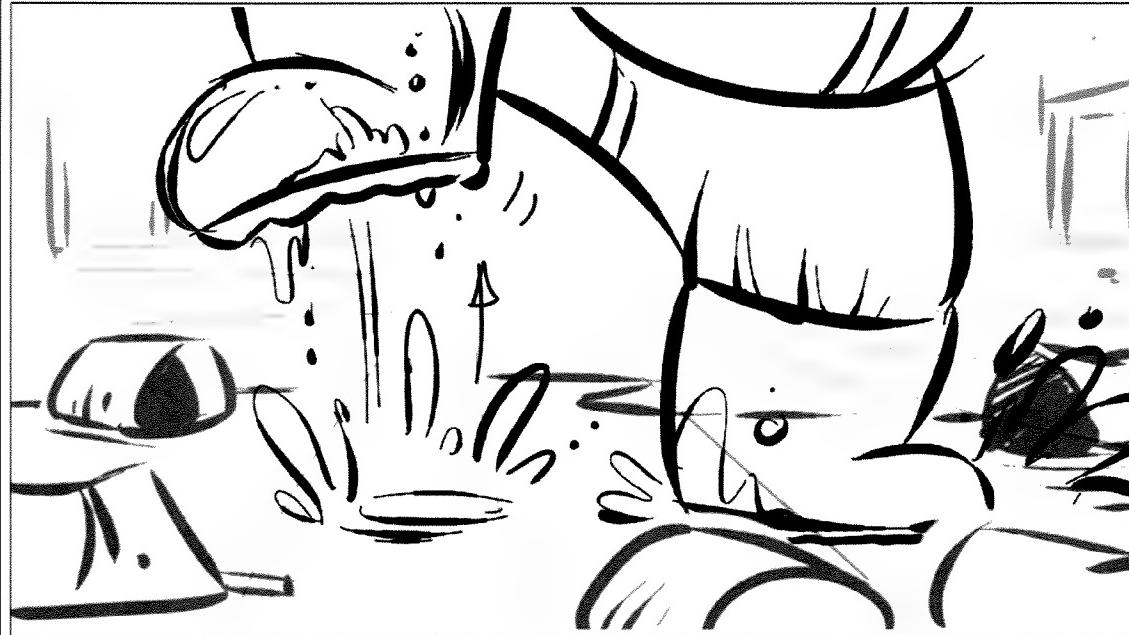
MR. SMILEY (os) : NOW THERE? S  
NO SODAS FOR ANYBODY!

## Action Notes

Steven smiles innocently.



Scene 144 Panel 1



Scene 144 Panel 2 cont



#### Dialog

MR. SMILEY (os): WOW FOLKS....

#### Action Notes

Steven stomps on soda.

#### Slugging

Panels 1 + 2 x 4.5 = 0.11

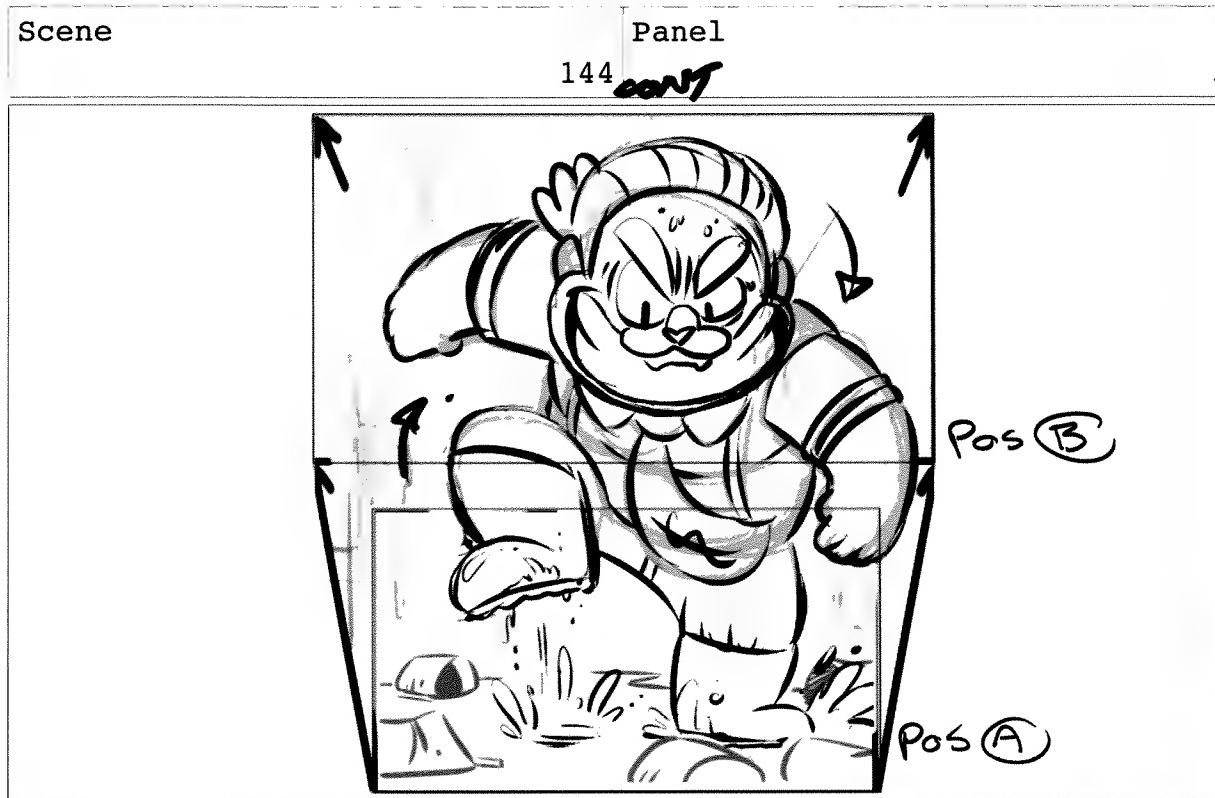
Total cycle frames: 3.01

JUL 09 2013

1020.011

1020.011

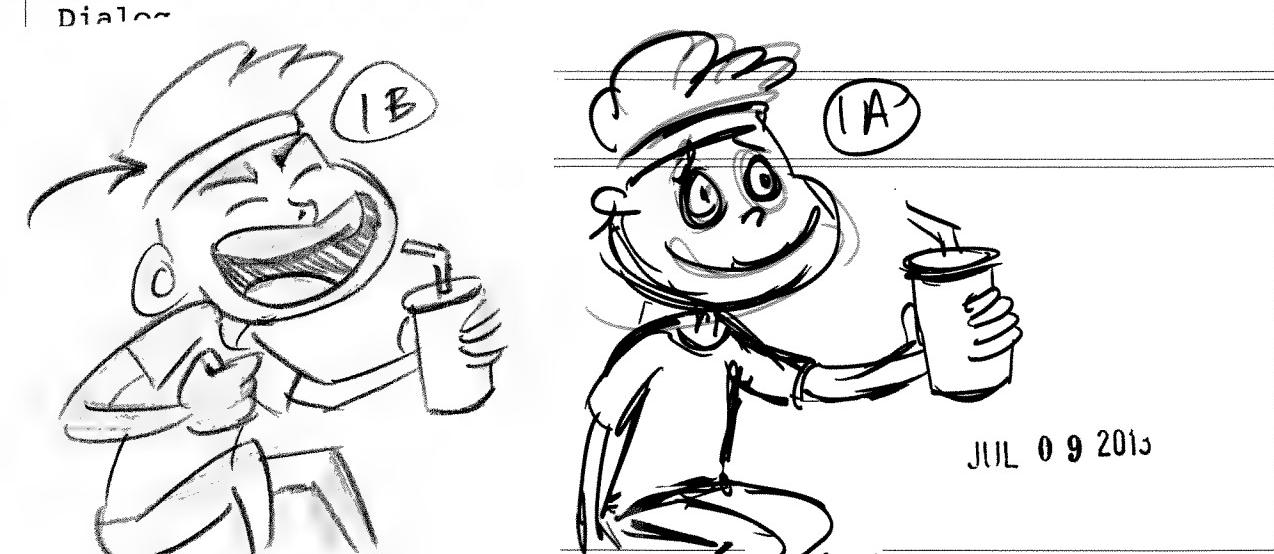
1020.011



Dialog  
MR. SMILEY (os): ...THIS IS REALLY HARD TO WATCH!

Action Notes  
Pan up from Steven stomping sodas to Steven intense face.

Slugging  
ADJ: 1.02  
Then HOLD: 0.14



1020 . 011

Scene 145 Panel **cont** 2



Scene 145 Panel **cont** 3



Action Notes  
Lars antics.

Slugging  
0.09

Action Notes  
Lars runs OUT o/s

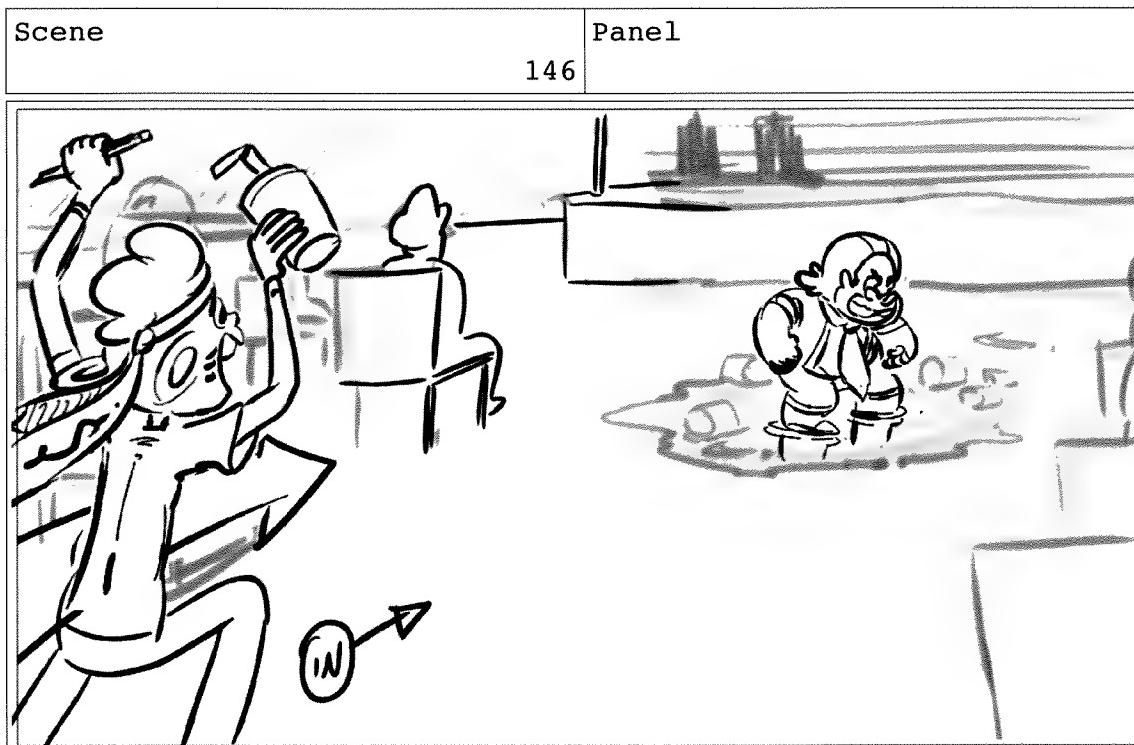
Slugging  
0.12

JUL 09 2013

1020-011

1020-011

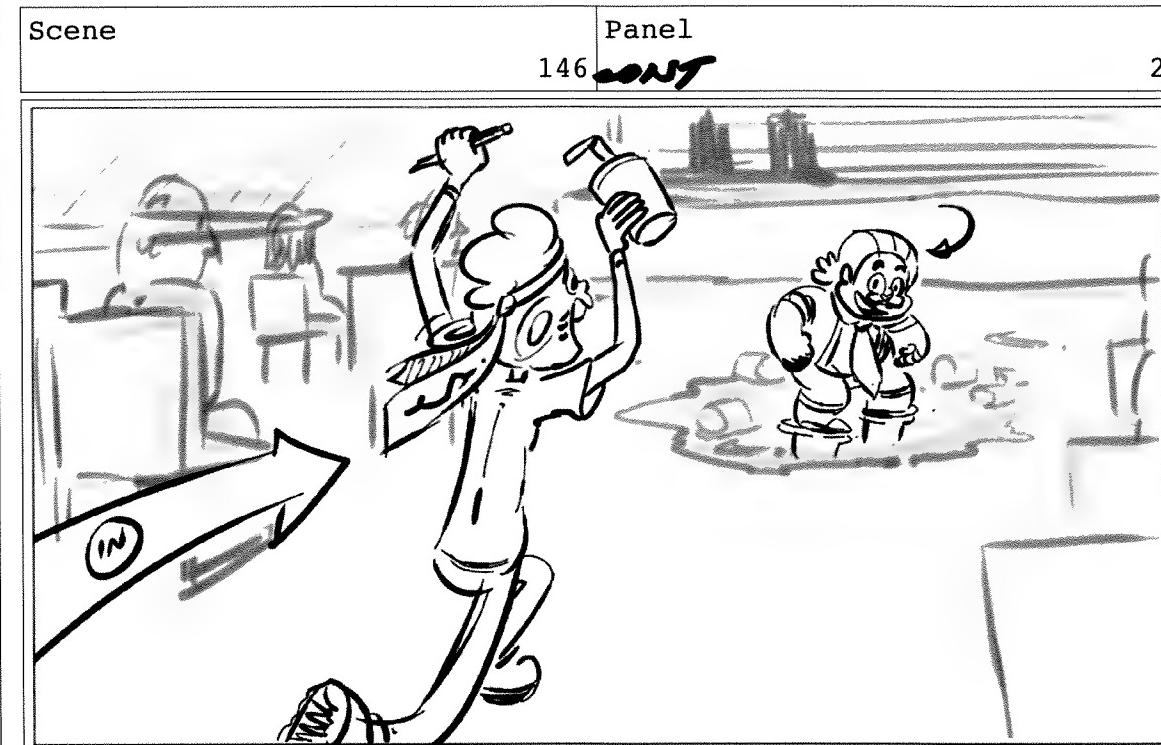
1020-011



Dialog  
LARS: TIGER! HEY TIGER!

Action Notes  
Lars runs IN  
  
Steven turns to look at Lars.

Slugging  
Panels 1 + 2 = 1.12



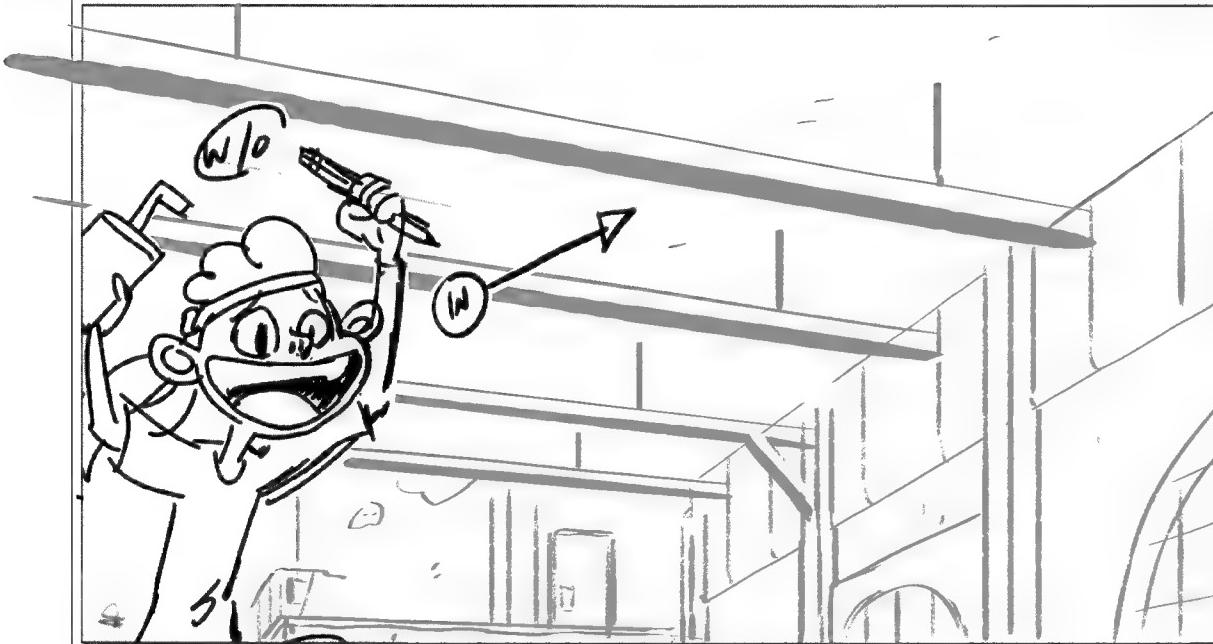
Dialog  
LARS: TIGER! HEY TIGER!

Action Notes  
Lars runs IN  
  
Steven turns to look at Lars.

JUL 09 2013

1020.011

Scene 147 Panel 1



1020 : 011  
Slugging  
Panels 1 + 2 = 1.10

Scene 147 Panel 2 cont



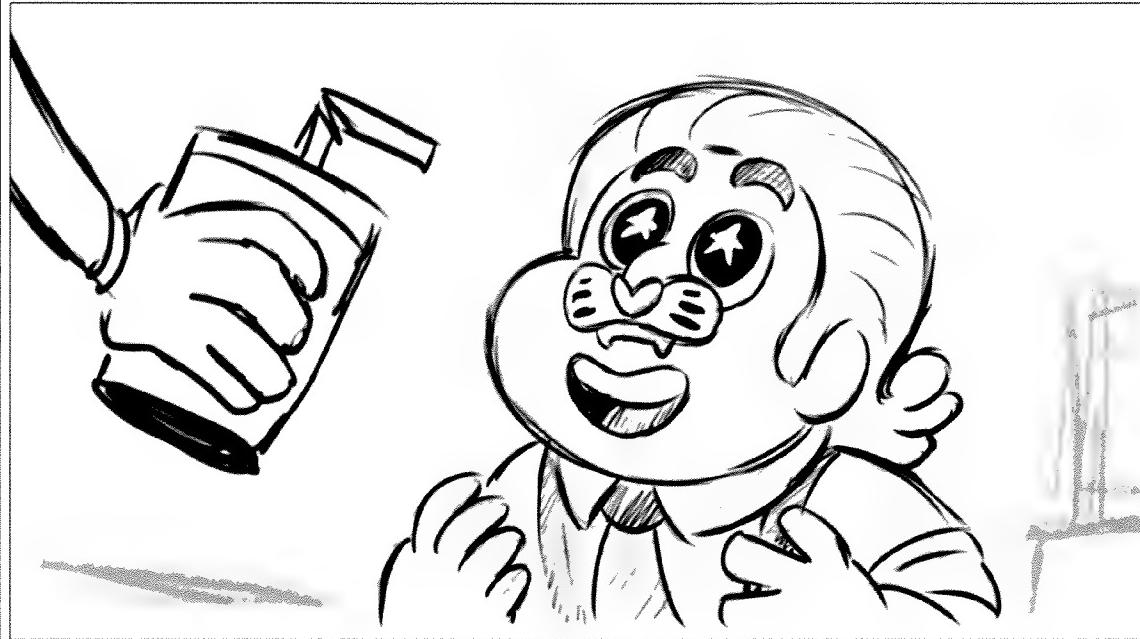
Dialog  
LARS: WOULD YOU SIGN THIS?

Action Notes  
Lars offers soda and marker.

JUL 09 2012

1020 . 011

Scene 148 Panel 1



1020 . 011

Dialog

LARS: IT'D BE SO RAD!

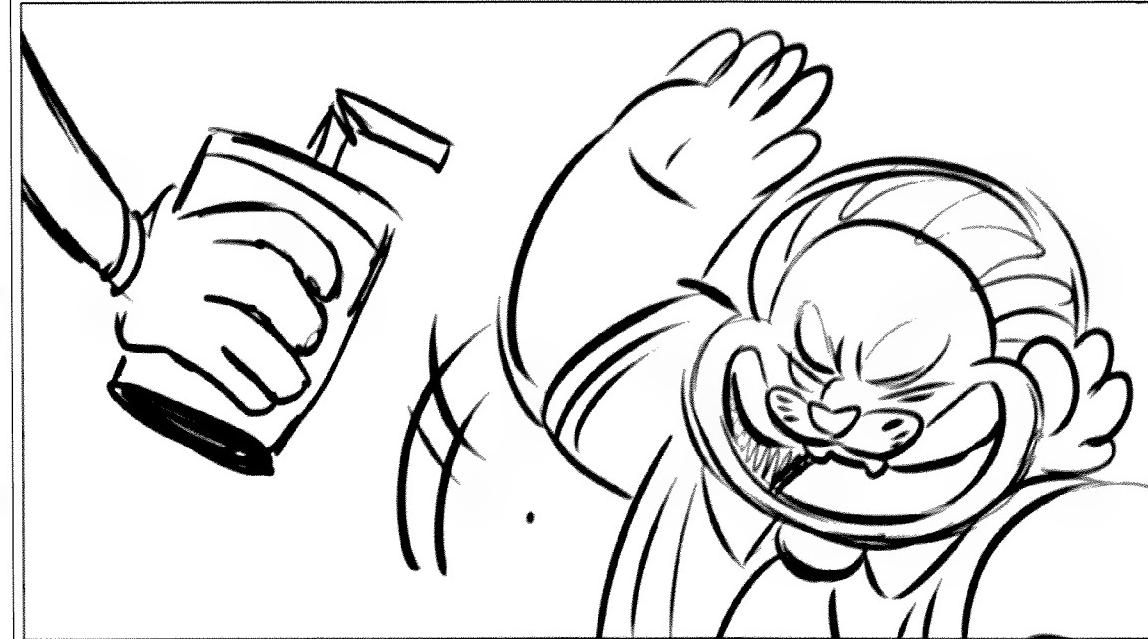
Action Notes

Steven looks on at Lars, starry-eyed.

Slugging

1.11

Scene 148 Panel 2 cont



1020 . 011

Dialog

STEVEN: YOU COULDN'T AFF---

Slugging

2.00

JUL 09 2011

1020 . 011

Scene	Duration	Panel	Duration
149	02:00	1	01:00



Dialog

STEVEN: ...AFF---

Scene	Duration	Panel	Duration
149	02:00	2	01:00



Dialog

STEVEN: ... FORD IT!!

Action Notes

-SP-

Action Notes

Steven slaps the soda out of  
Lars hand.

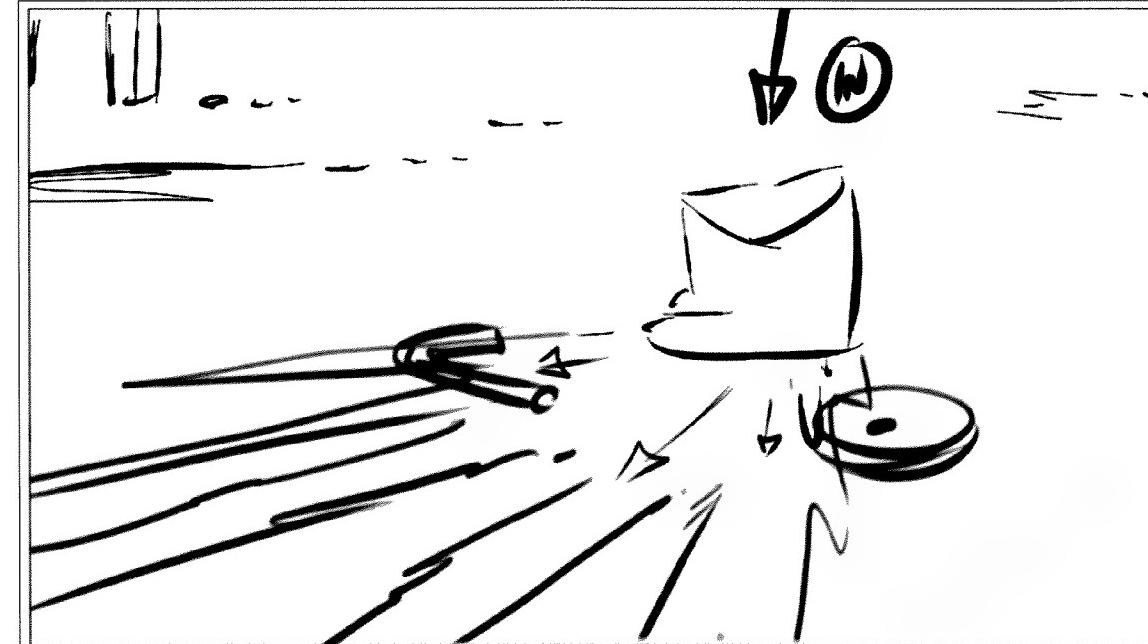
Scene 150 Panel 1



Action Notes  
Soda is knocked to the ground.

Slugging  
0.02

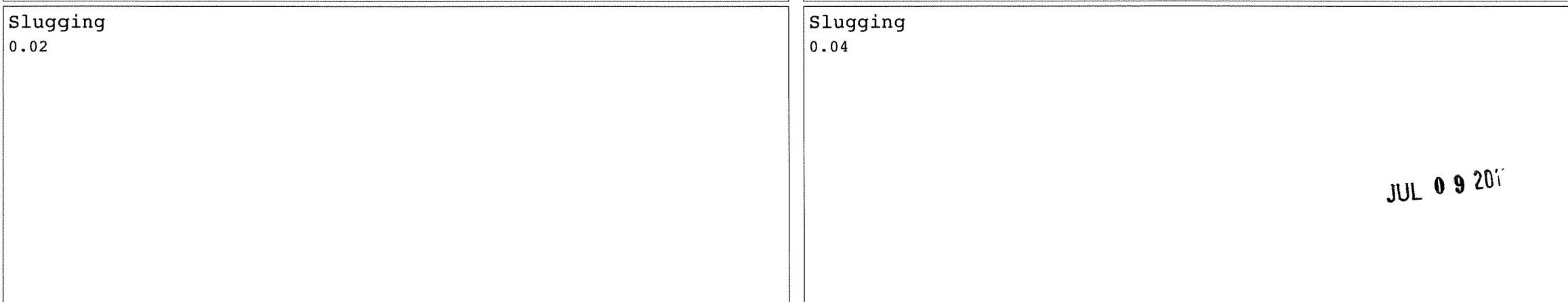
Scene 150 Panel 2



Action Notes  
Soda shoots across floor on impact.

Slugging  
0.04

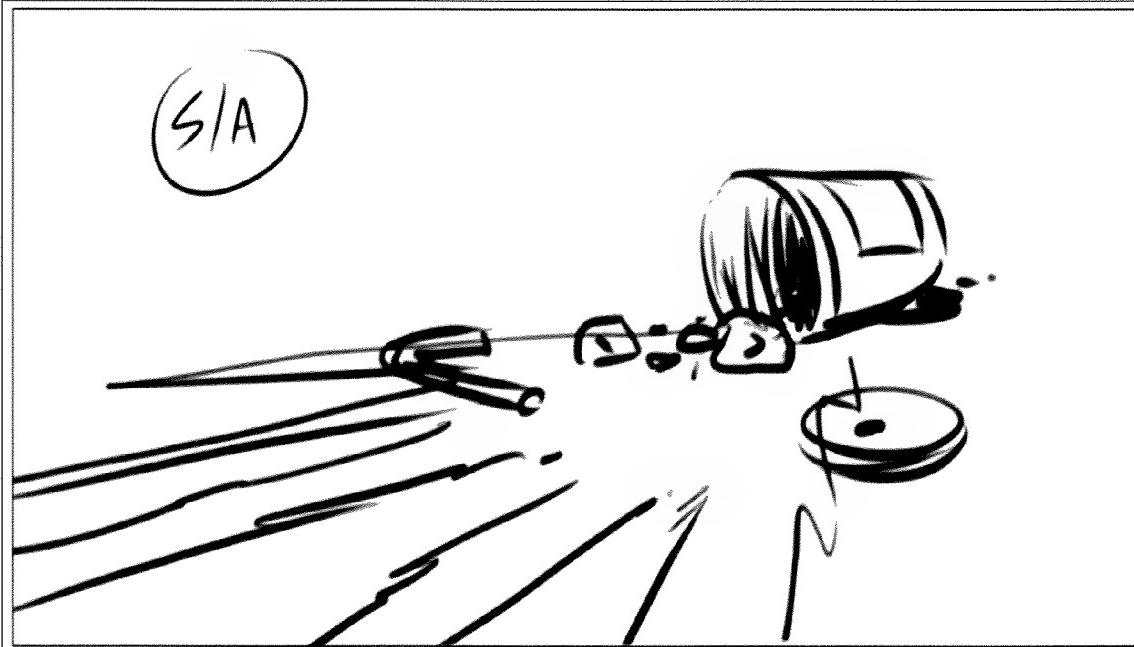
JUL 09 2011



1020.011

1020.011

Scene 150 Panel CONT 3



Dialog  
CROWD: OOO....

Action Notes  
Cup, straw, ice and lid still.

Slugging  
1.15

Scene 151 Panel 1



Dialog  
CROWD: OOO....

Action Notes  
Lars is stunned and embarrassed.

Slugging  
1.03

JUL 09 2013

1020.011

1020.011

1020.011

Scene 151 Panel 2



Dialog

MR. SMILEY (os): WHO-HO-HO...

Action Notes

Holds marker to chest and looks at Tiger with hurt expression.

Slugging

1.04

Scene 152 Panel 1



Dialog

MR. SMILEY (os): WHO-HO-HO...

Action Notes

Steven with angry expression.

Slugging

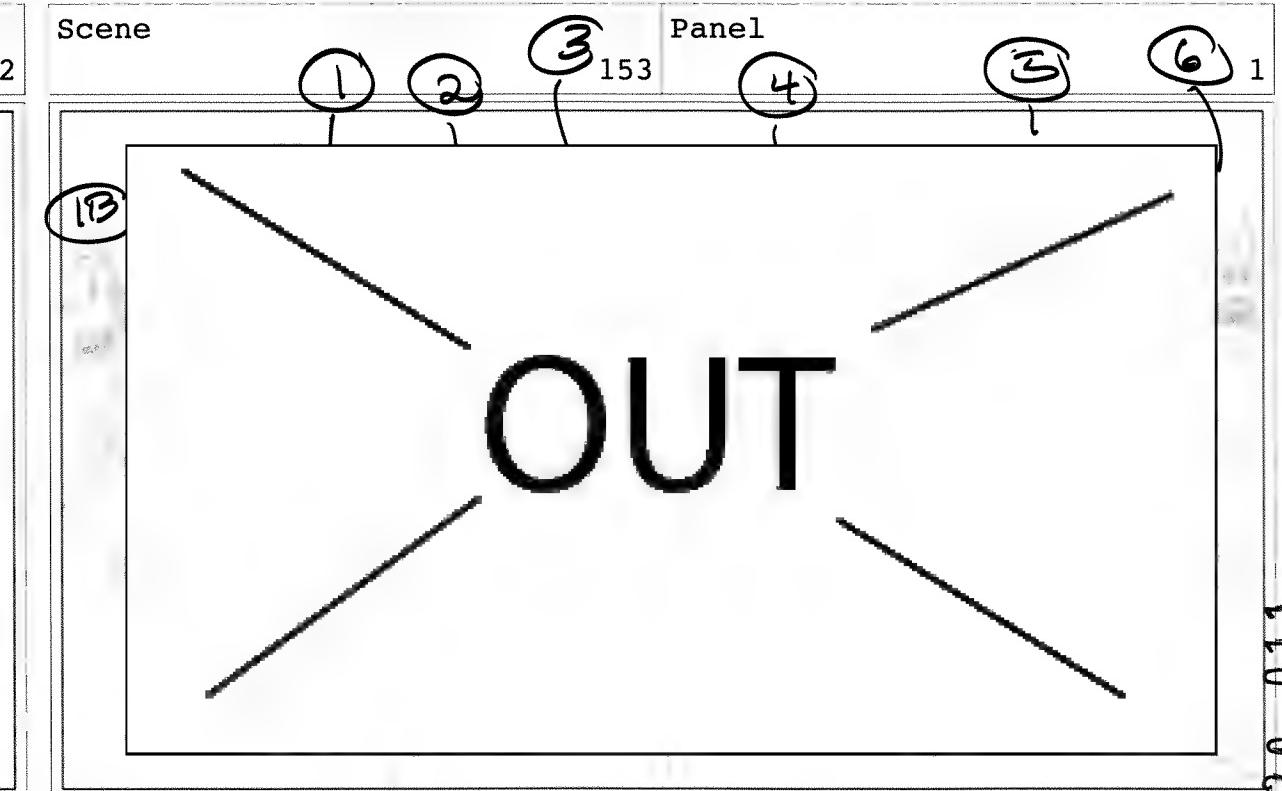
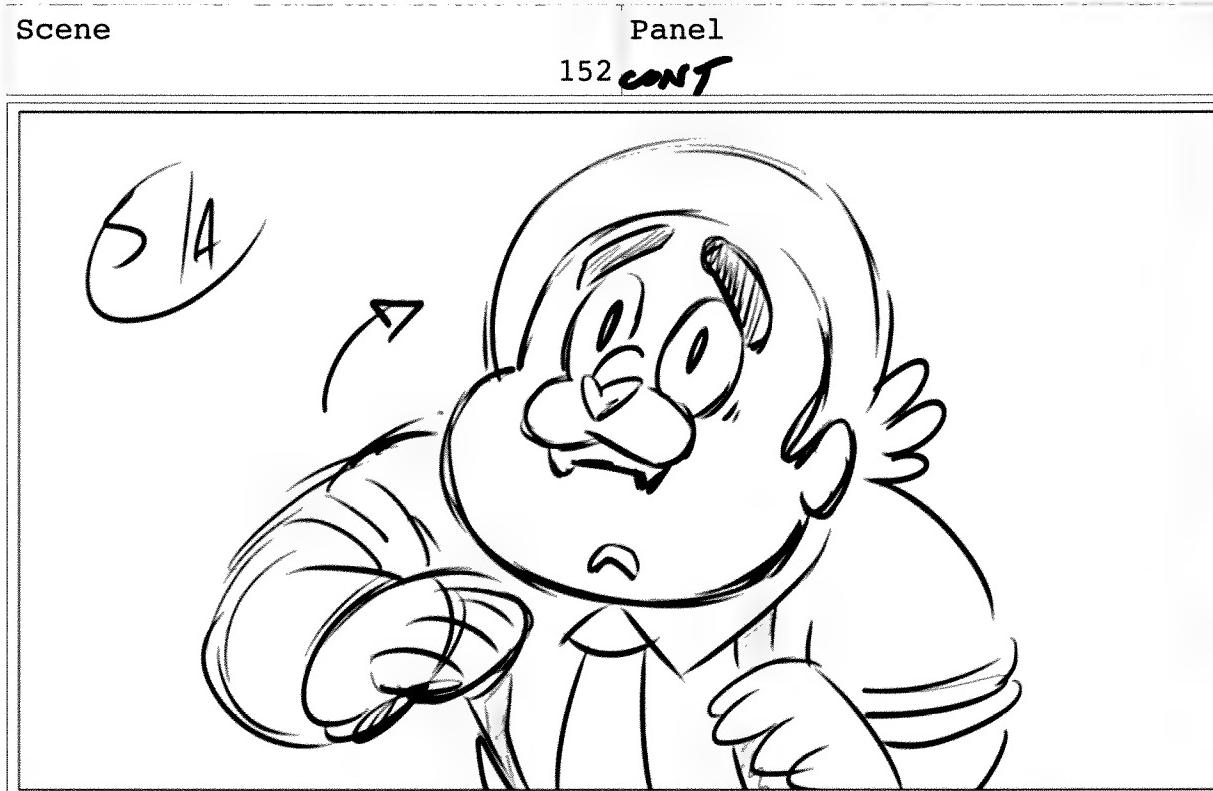
0.09

JUL 09 2020

1020.011

1020.011

1020.011



Dialog  
MR. SMILEY (os): WHO-HO-HO...

Action Notes  
Reacts up, coming to his senses.

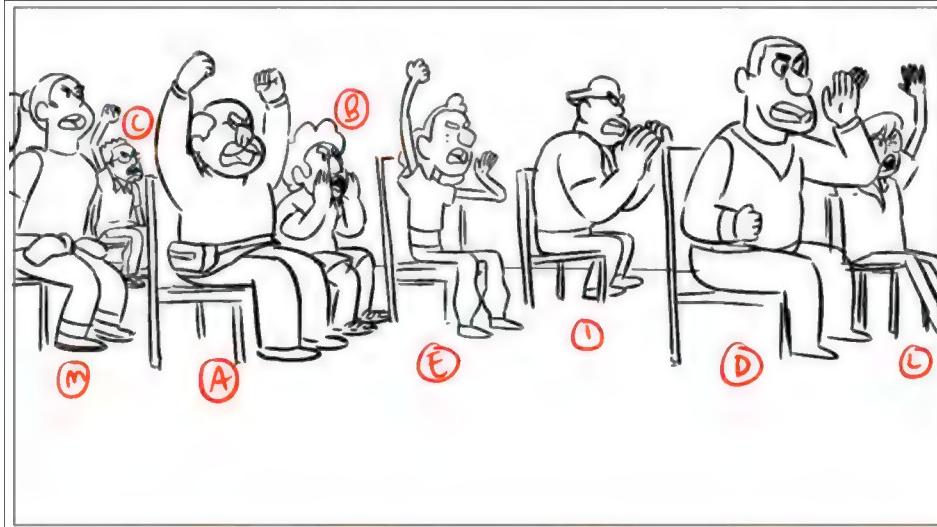
Slugging  
1.09

Dialog  
MR. SMILEY (os): NEVER THOUGHT ...

Slugging  
1.00



Scene	Duration	Panel	Duration
153	07:00	1	01:00



Scene	Duration	Panel	Duration
153	07:00	2	01:00



## Dialog

MR. SMILEY (os) : NEVER  
THOUGHT ...

## Dialog

MR. SMILEY (os) : ... I'D LIVE  
TO SEE THE DAY WHEN ...

## Action Notes

Lars IN marches past the  
angry crowd.

Scene	Duration	Panel	Duration
153	07:00	3	01:00



Scene	Duration	Panel	Duration
153	07:00	4	01:00



## Dialog

MR. SMILEY (os) : ....A  
CONTENDER TURNED...

## Dialog

MR. SMILEY (os) : ...ON HIS  
OWN FANS !

## Action Notes

Lars yanks Tiger's tie off.

## Action Notes

And throws it down.

Scene	Duration	Panel	Duration
153	07:00	5	01:00



## Dialog

STEVEN: I THOUGHT WE WERE  
JUST HAVING FUN!

## Action Notes

Lars OUT, Steven IN walking  
after Lars.

Crowd turns to look at

Steven.

Scene	Duration	Panel	Duration
153	07:00	6	01:00



Scene	Duration	Panel	Duration
153	07:00	7	01:00



Dialog

MR. SMILEY (os) : TIGER...

Dialog

MR. SMILEY (os) :  
... MILLIONAIRE...

Scene 154 Panel 1



Dialog  
MR. SMILEY: YOU ARE THE...

Slugging  
Panels 1 + 2 = 0.14

Scene 154 Panel 2



Dialog  
MR. SMILEY: YOU ARE THE...

JUL 09 2013

1020.011

1020.011

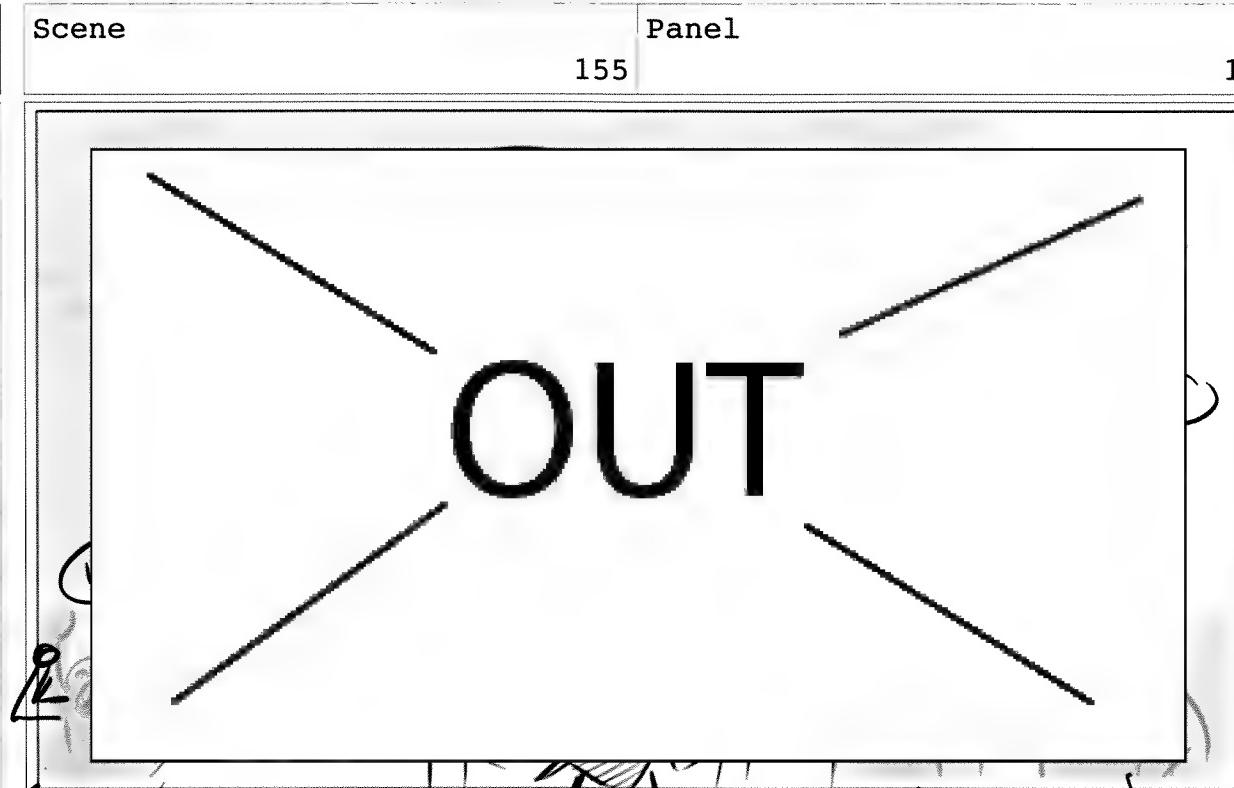
1020.011



Dialog  
MR. SMILEY: ... CRUELEST CREATURE ON THE PLANET!!!

Slugging  
2.02

① CHAR

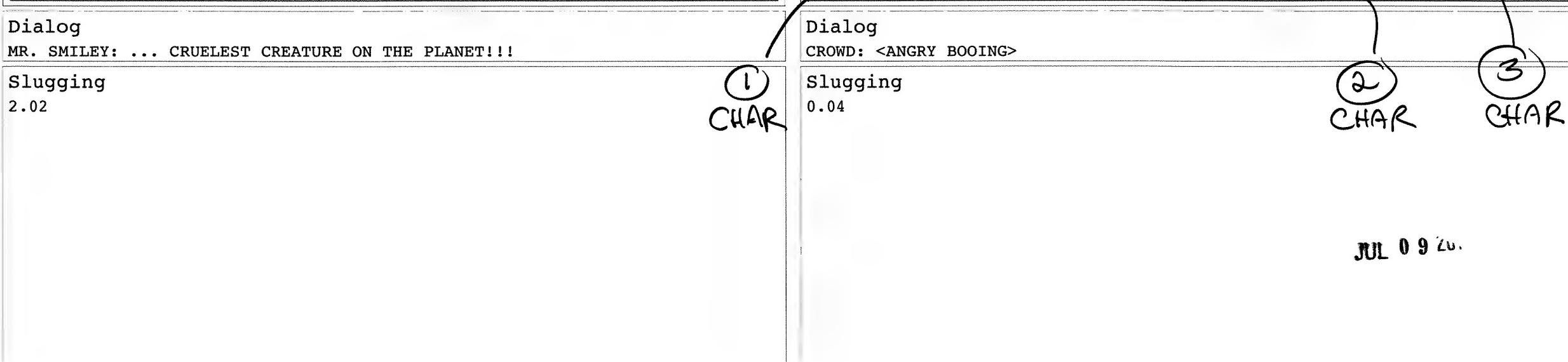


Dialog  
CROWD: <ANGRY BOOING>

Slugging  
0.04

② CHAR  
③ CHAR

JUL 09 20.



1020.011

Scene	Duration	Panel	Duration
155	04:00	1	01:00



Scene	Duration	Panel	Duration
155	04:00	2	01:00



Dialog

CROWD: &lt;ANGRY BOOING&gt;

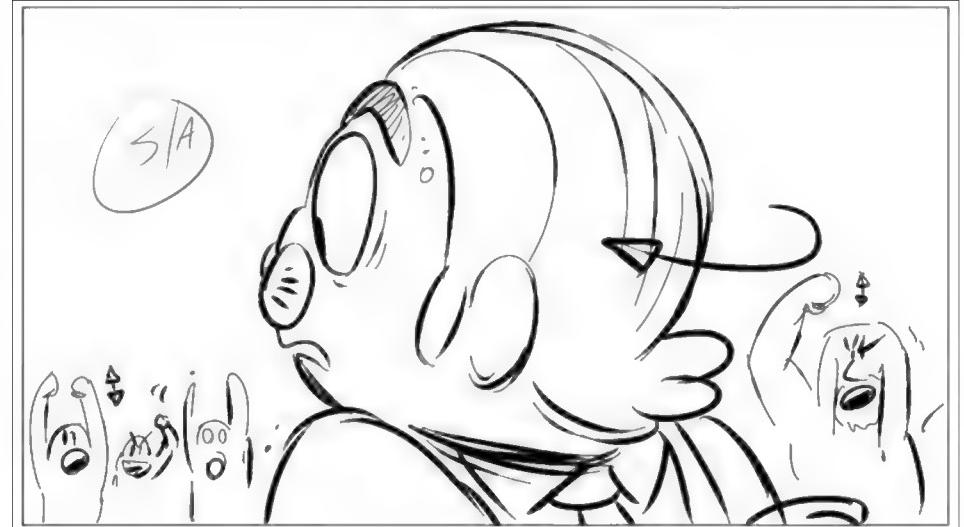
Dialog

CROWD: &lt;ANGRY BOOING&gt;

Scene	Duration	Panel	Duration
155	04:00	3	01:00



Scene	Duration	Panel	Duration
155	04:00	4	01:00



Dialog

CROWD: &lt;ANGRY BOOING&gt;

Dialog

CROWD: &lt;ANGRY BOOING&gt;

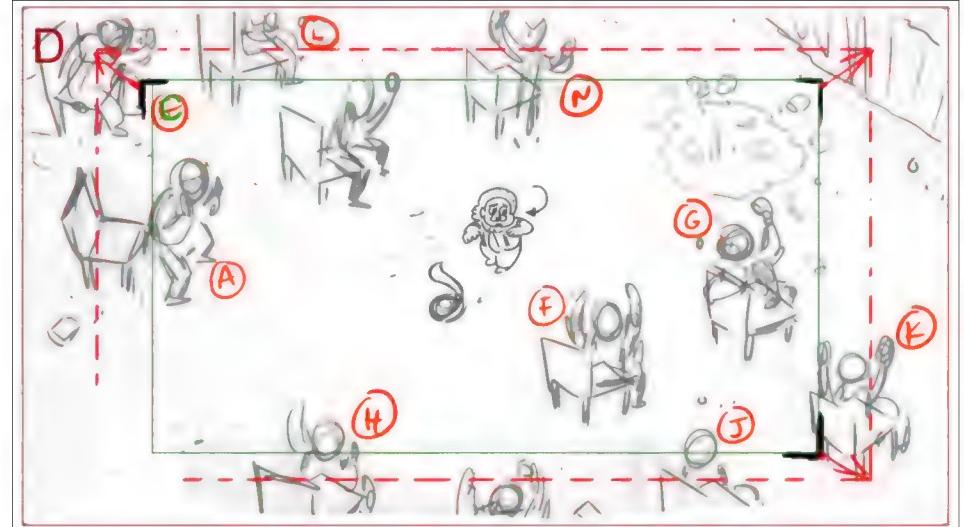
Scene	Duration	Panel	Duration
156	04:00	1	01:00



## Dialog

CROWD: <ANGRY BOOING>

Scene	Duration	Panel	Duration
156	04:00	2	01:00



## Dialog

CROWD: <ANGRY BOOING>

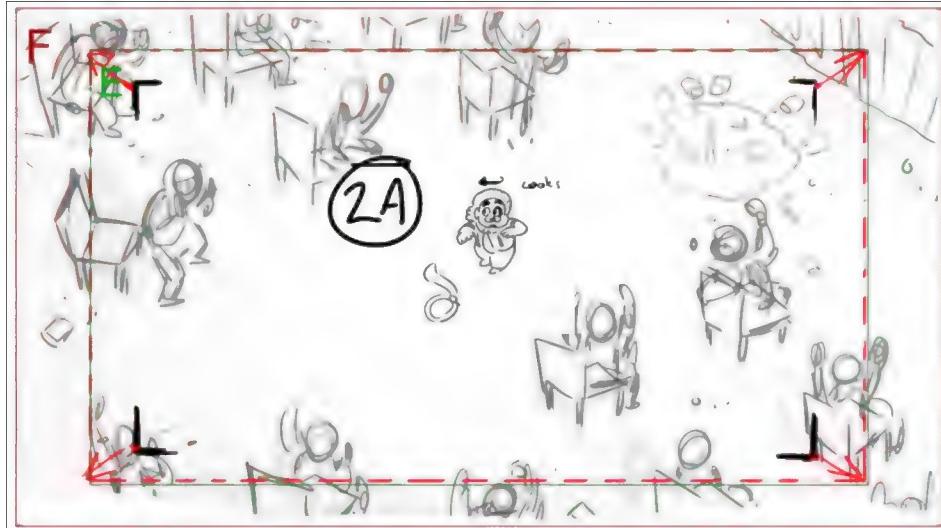
## Action Notes

Steven looks around at the angry crowd.

## Action Notes

Slowly push out as Steven looks around.

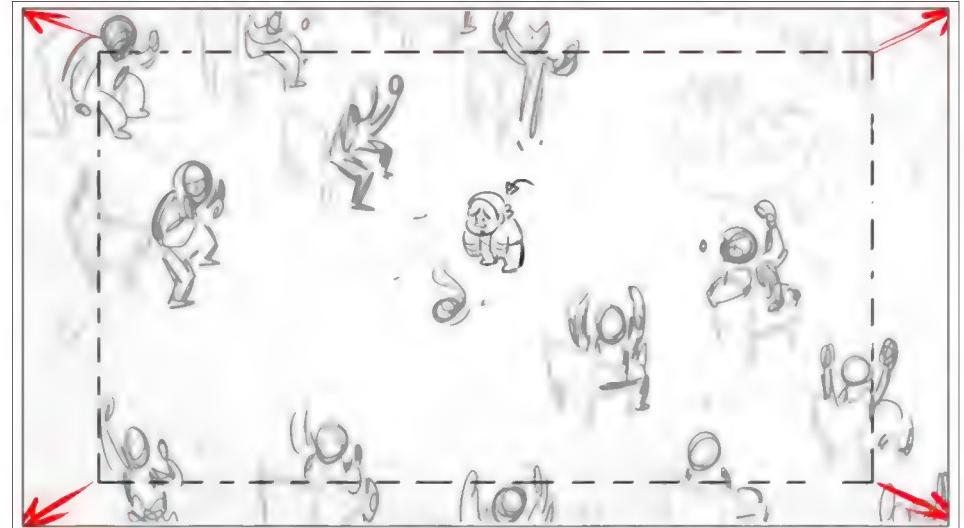
Scene	Duration	Panel	Duration
156	04:00	3	01:00



Dialog

CROWD: &lt;ANGRY BOOING&gt;

Scene	Duration	Panel	Duration
156	04:00	4	01:00



Dialog

CROWD: &lt;ANGRY BOOING&gt;

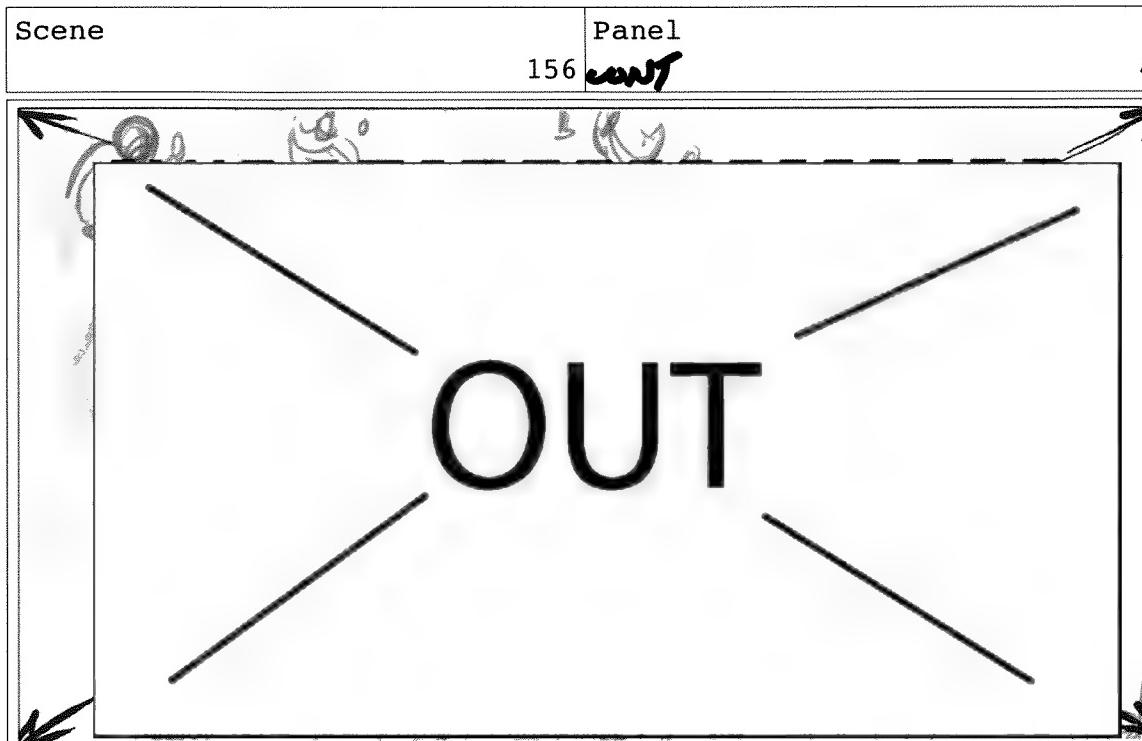
Action Notes

Steven looks to his right.

Action Notes

Steven sinks...

Cross-fade into next scene.



1020 . 011

Dialog  
CROWD: <ANGRY BOOING>

Action Notes  
Steven sinks...  
Cross-fade into next scene.

Slugging  
2.07

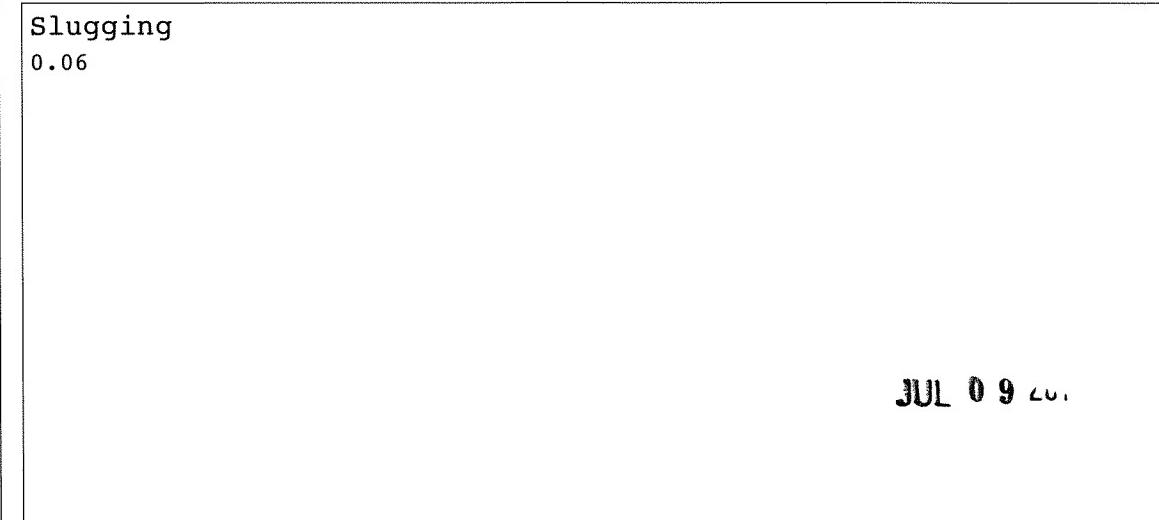
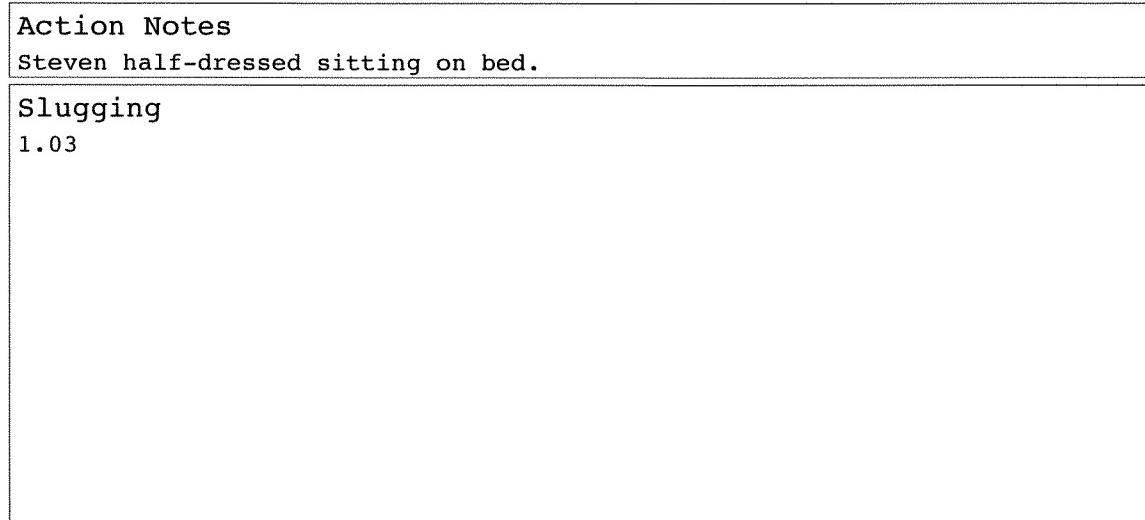
Action Notes  
Steven holds mask.

Slugging  
1.12

JUL 09 2013

1020 . 011

1020 . 011

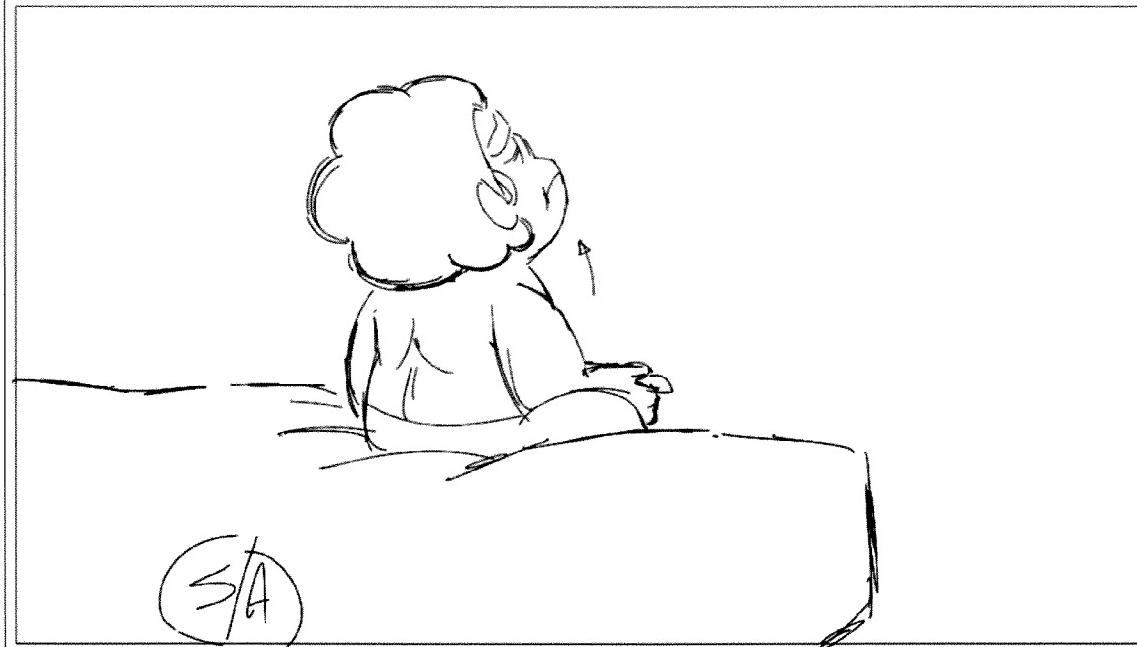


1020.011

1020 . 011

1020 . 011

Scene 158 Panel *cont* 3



Scene 158 Panel *cont* 4



1020 . 011

Slugging

1.15

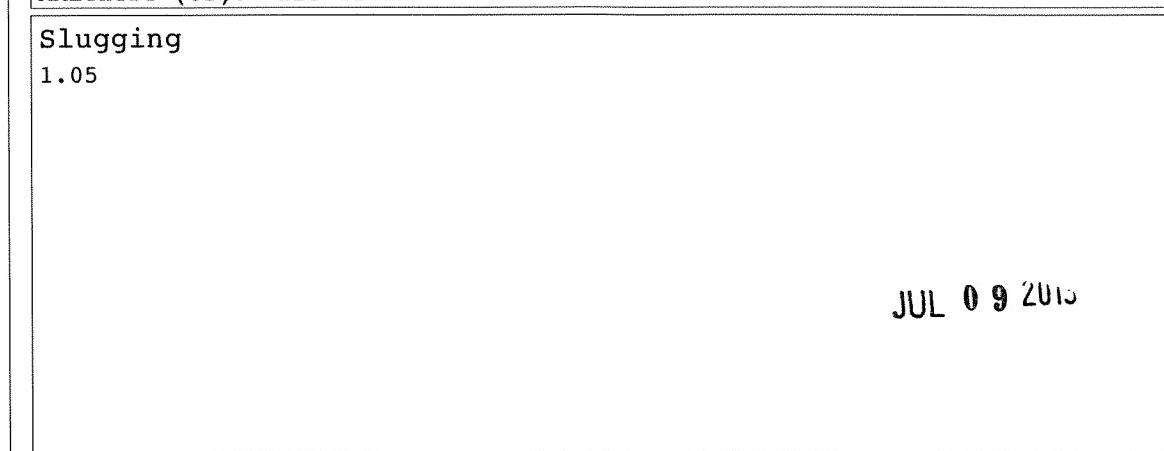


Dialog

AMETHYST (os): HEY TIGER!

Slugging

1.05

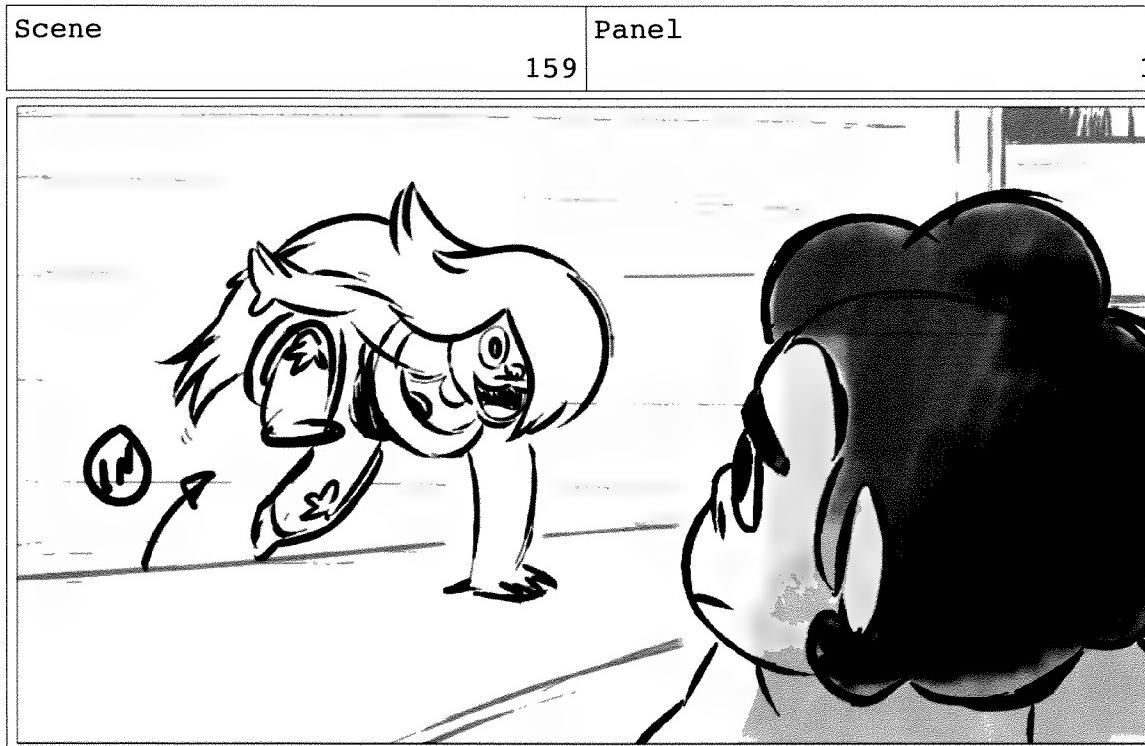


JUL 09 2015

1020 . 011

1020 . 011

1020 . 011



Dialog

AMETHYST: ARE YOU READY...

Action Notes

Amethyst hops up from the stairs.

Slugging

1.03



Dialog

AMETHYST: ...TO WIN OUR ...

Action Notes

Amethyst lands.

Slugging

0.13

JUL 09 2013

1020 . 011

1020 . 011

Scene 159 Panel **cont** 3



Dialog  
AMETHYST: ...FINAL MATCH?!

Slugging  
1.15

Scene 159 Panel **cont** 4



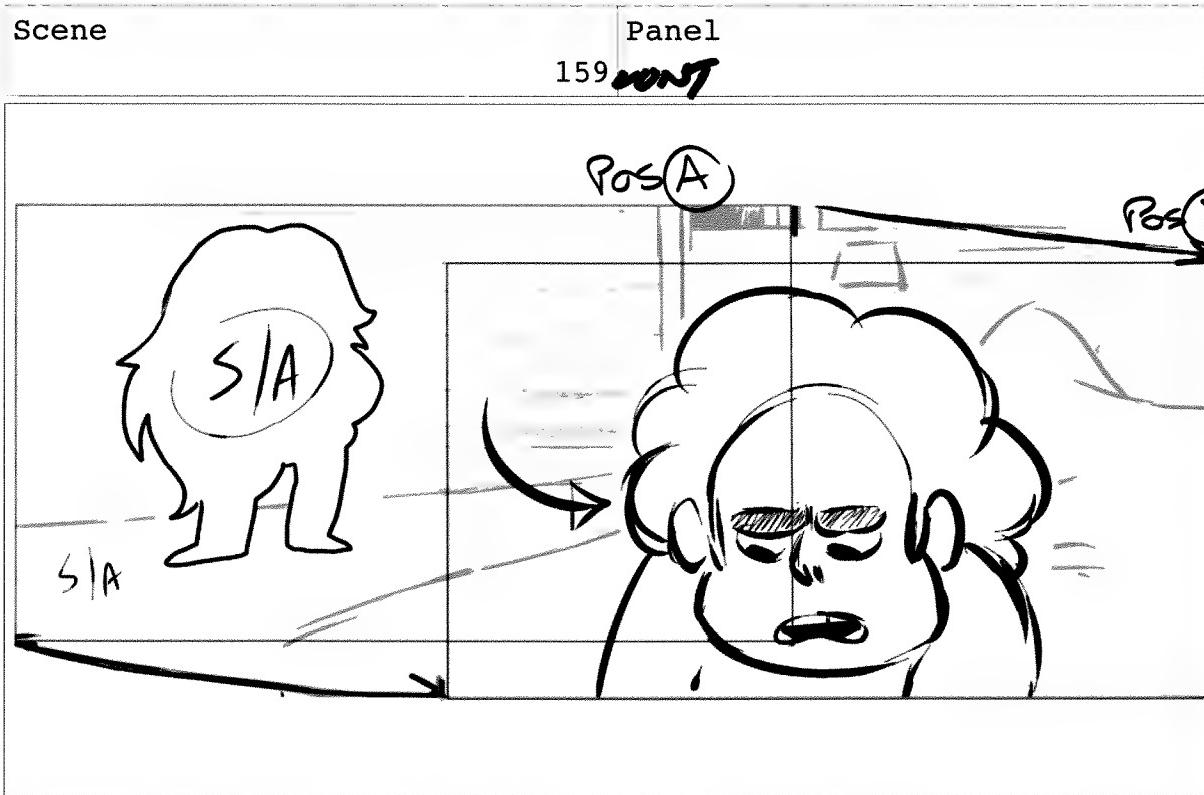
Dialog  
STEVEN: AMETHYST....

Slugging  
2.08

JUL 09 2011

1020.011

1020.011



Dialog  
STEVEN: ...AM I....

Slugging

ADJ: 0.10

Then HOLD: 0.14



Dialog  
STEVEN: ...THE CRUELEST CREATURE ON THE PLANET?

Slugging

2.04

JUL 09 2013

1020.011

Scene 159 Panel CONT 7



Action Notes  
Steven Pouts

Slugging  
1.03

Scene 160 Panel 1



Slugging  
0.04

JUL 09 2011

1020.011

1020.011

1020.011

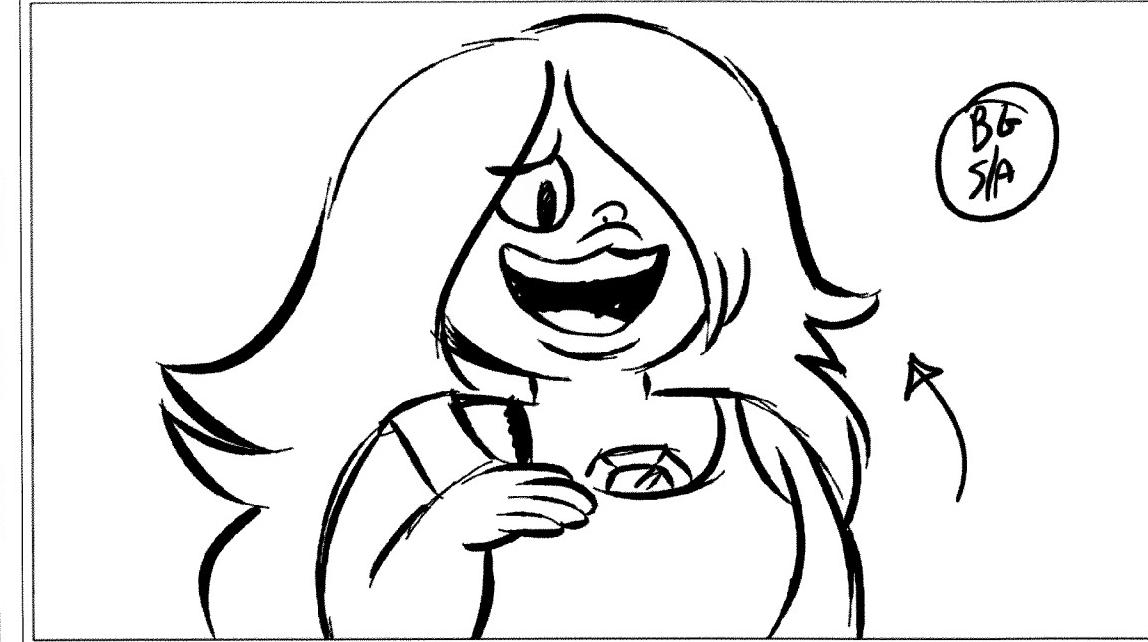
Scene 160 Panel **cont** 2



Dialog  
AMETHYST (\*LAUGHING): OH STEVEN!

Slugging  
4.02

Scene 160 Panel **cont** 3



Dialog  
AMETHYST: THOSE ARE JUST WORDS PEOPLE USE...

Slugging  
2.09

JUL 09 2013

10200.011

1020 . 011

1020 . 011

Scene 160 Panel 4

160 *CONT*



Scene 161 Panel 1

161



Dialog

AMETHYST: ...TO DESCRIBE HOW THEY FEEL ABOUT YOU!

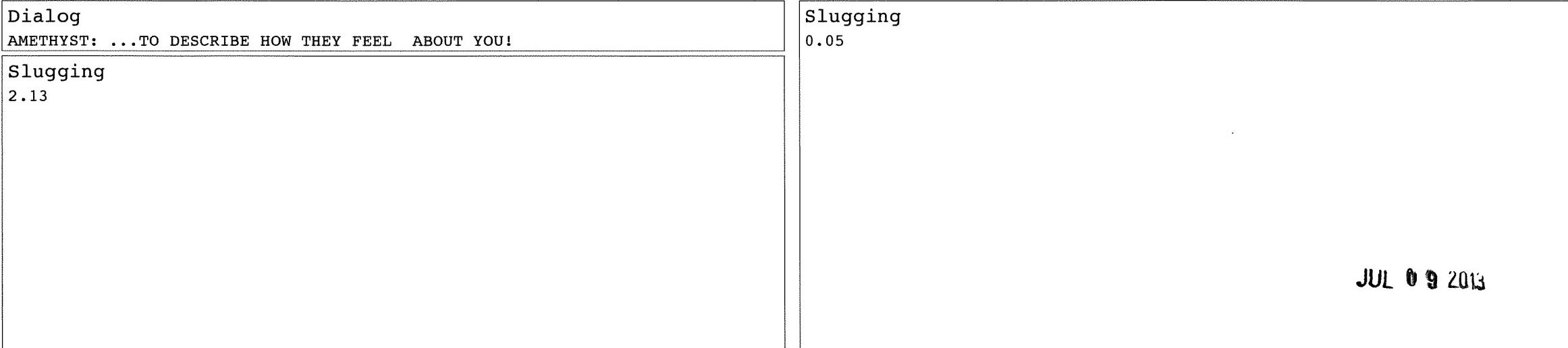
Slugging

2.13

Slugging

0.05

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1020.011

1020.011

1020.011

Scene 161 Panel **CONT** 2



1020.011

Action Notes  
Steven reacts.

Slugging  
1.01

Scene 161 Panel **CONT** 3

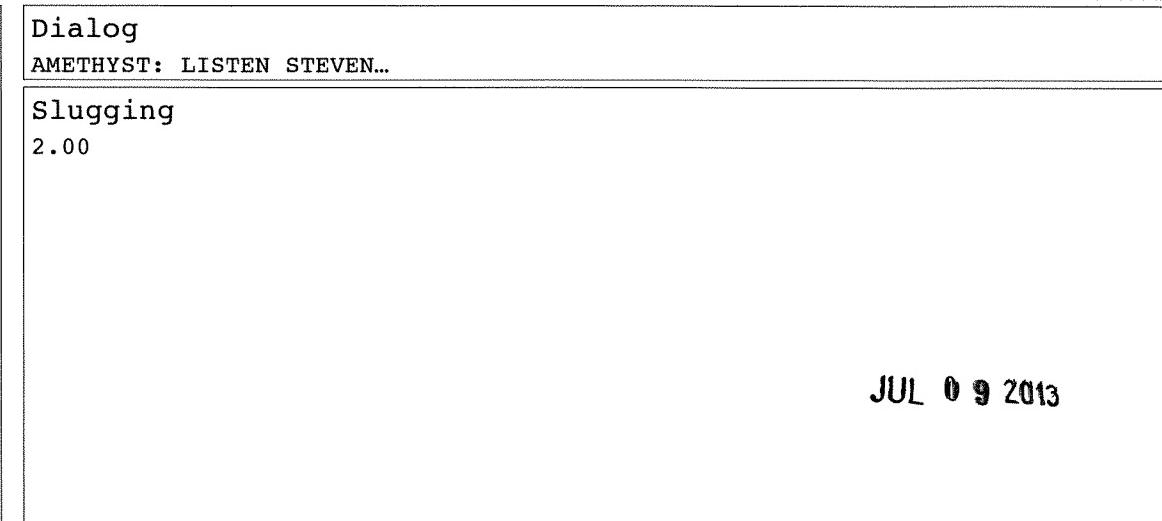
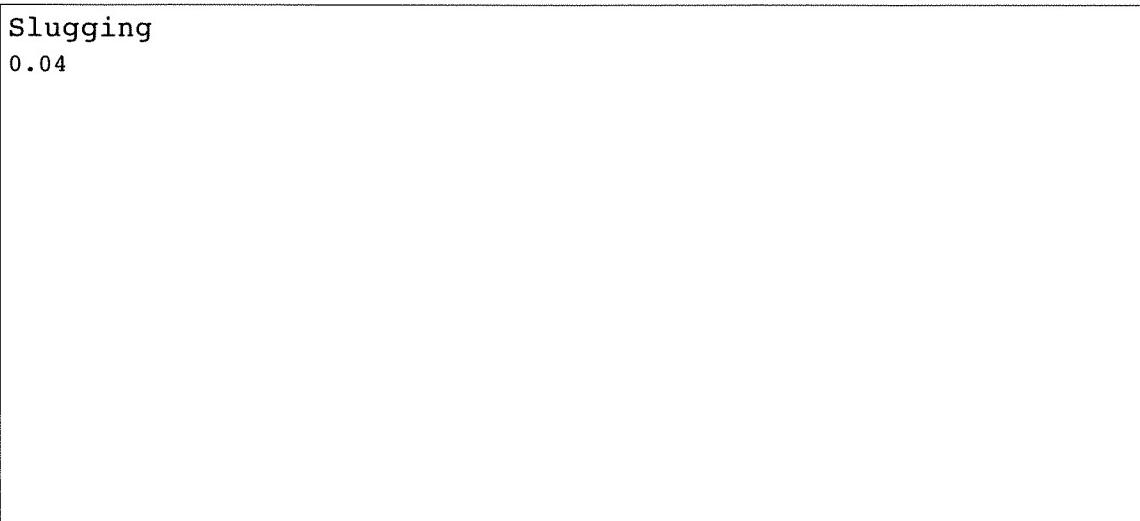


1020.011

Slugging  
1.09

JUL 09 2013

LU LU - 011



1020.011

1020.011

1020.011

Scene 163 Panel 1



Scene 163 Panel 2



Dialog  
AMETHYST: ...MAKE YOU FEEL LIKE GARBAGE...

Action Notes  
Amethyst stands up straight.

Slugging  
Panels 1 + 2 = 2.09

Dialog  
AMETHYST: ...YOU CAN'T LET ANYONE ...

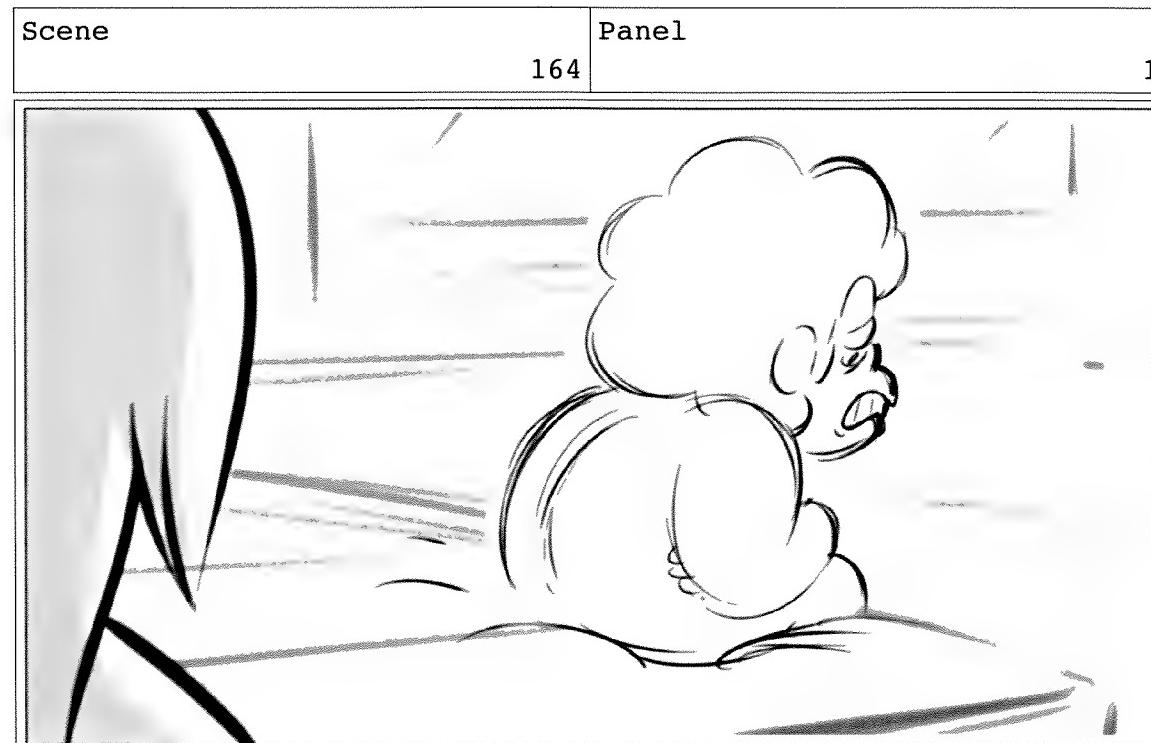
Action Notes  
Amethyst bends forward.

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1020.011

1020.011

1020.011



Dialog  
AMETHYST: ...MAKE YOU FEEL LIKE GARBAGE...

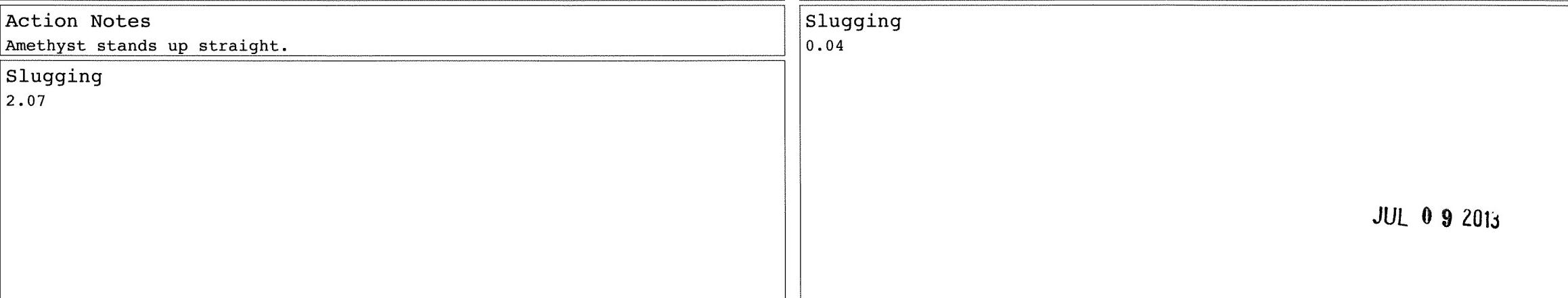
Action Notes  
Amethyst stands up straight.

Slugging  
2.07

Action Notes  
-SP-

Slugging  
0.04

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1020.011

1020.011

1020.011

Scene 164 Panel **CONT** 2



Scene 164 Panel **CONT** 3



1020 . 011

Slugging  
1.00

Dialog  
STEVEN: IS THAT HOW...

Slugging  
1.03

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1020 . 011

1020 . 011

1020-011

## Scene

### Panel

164 *cont*

4



## Dialog

STEVEN: ... YOU FEEL?

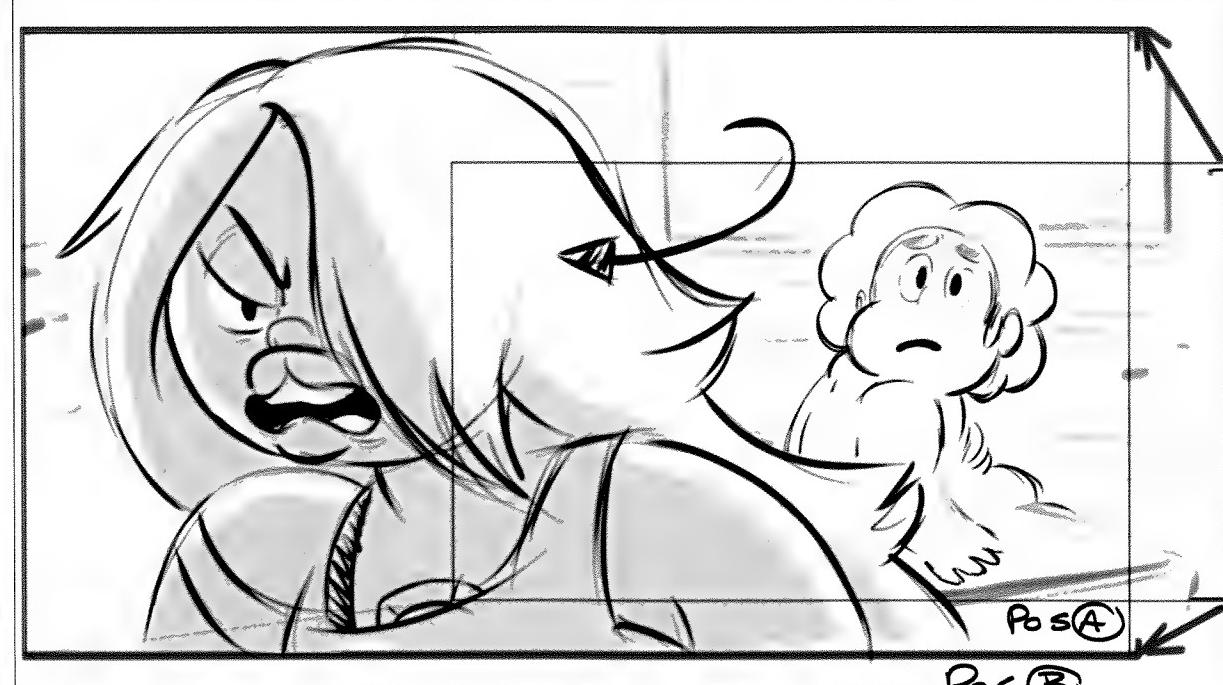
### Slugging

1.06

## Scene Panel

164 

5



## Dialog

AMETHYST: I ONLY FEEL HOW I WANNA FEEL.

## Action Notes

Truck out with Amethyst as she turns to leave the shot.

### Slugging

HOLD: 0.03

Then ADJ: 1.02

Then HOLD: 2.09

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1020-011



1020 . 011

1020 . 011

Scene

Panel

165 *cont*

2



Dialog

MR. SMILEY: LADIES AND GENTLEMEN...

Slugging

1.14

Scene

Panel

165 *cont*

3



Dialog

MR. SMILEY: FANS OF WRESTLING.

Slugging

1.15

1020 . 011

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1020 . 011

1020 . 011

Scene

Panel

165 *cont*

4



1020 . 011

Dialog

MR. SMILEY: WELCOME...

Slugging

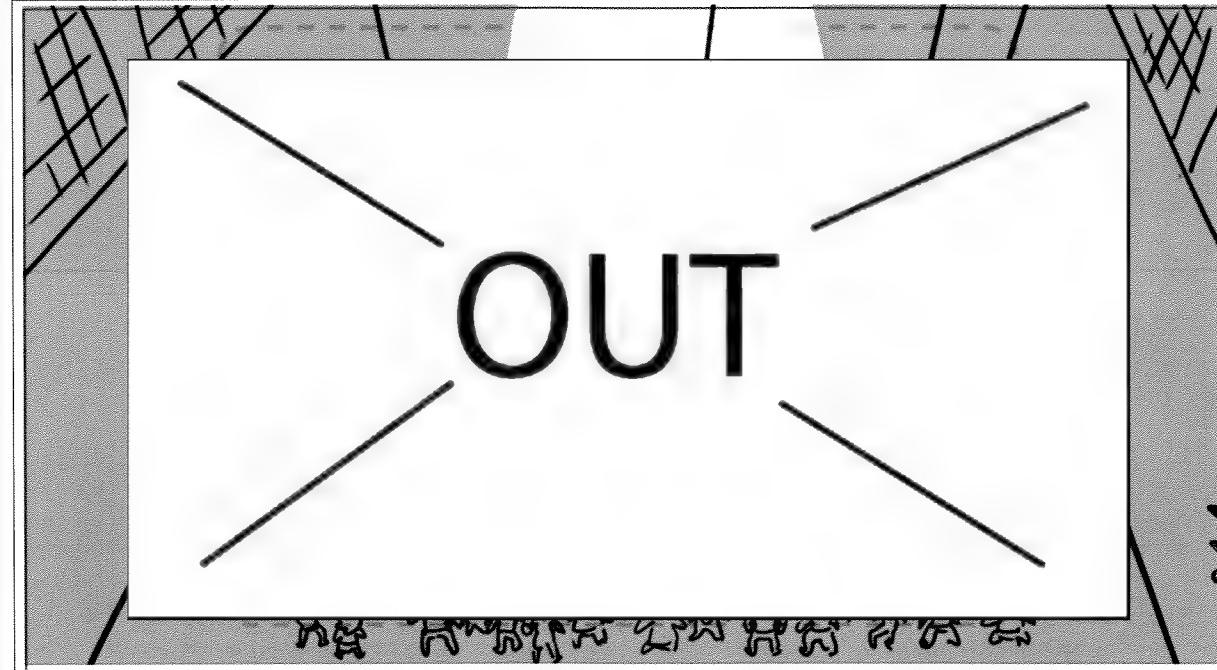
1.04

Scene

Panel

166

1



1020 . 011

Dialog

MR. SMILEY: TO THE TAG TEAM CHAMPIONSHIP!!

CROWD: <CHEERS>

Action Notes

Spot lights loudly switch on, crowd cheers.

Slugging

5.09

Notes

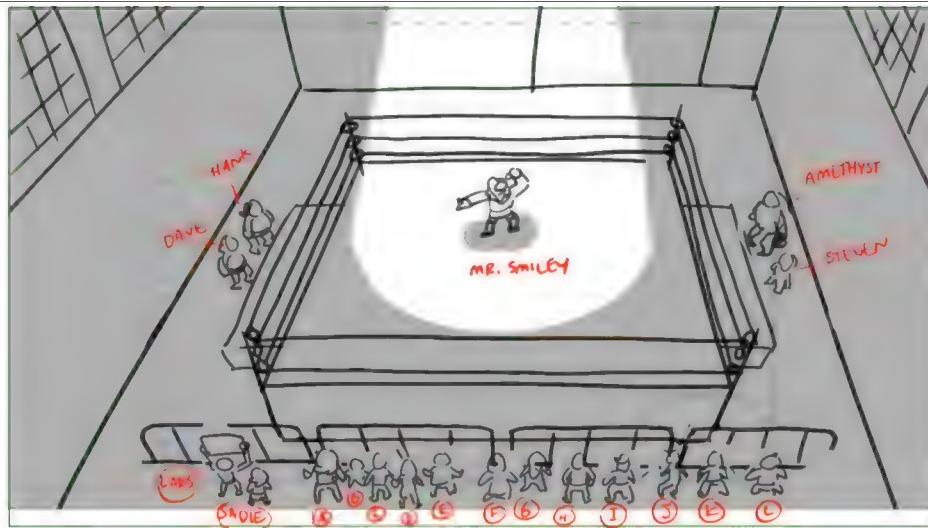
H.U. Mr Smiley hand pose to previous scene.



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1020 . 011

Scene	Duration	Panel	Duration
166	01:00	1	01:00



## Dialog

MR. SMILEY: TO THE TAG TEAM  
CHAMPIONSHIP!!

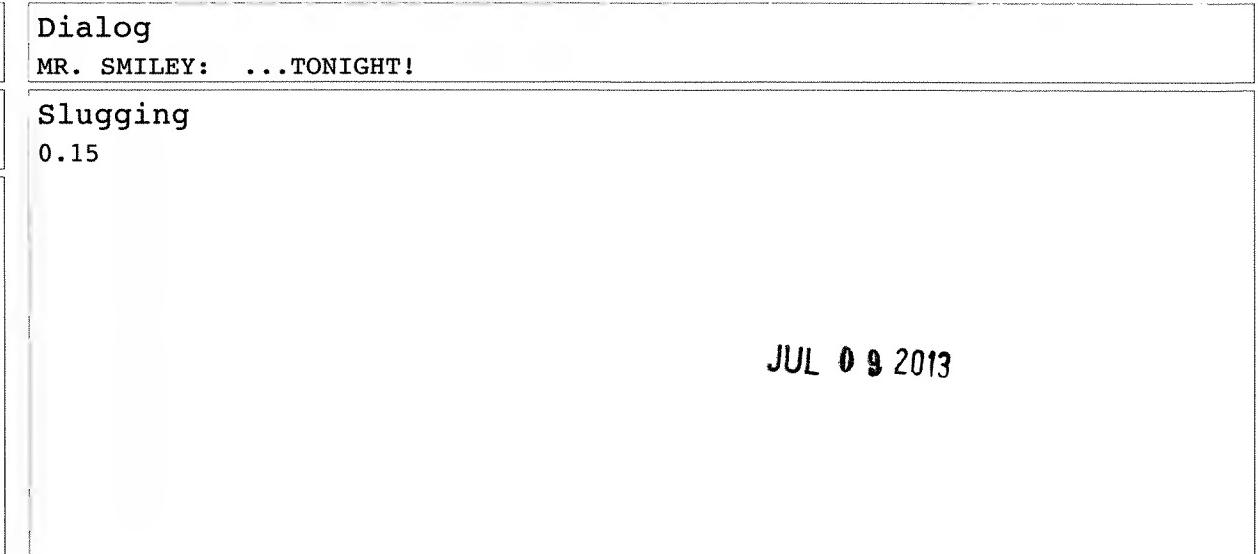
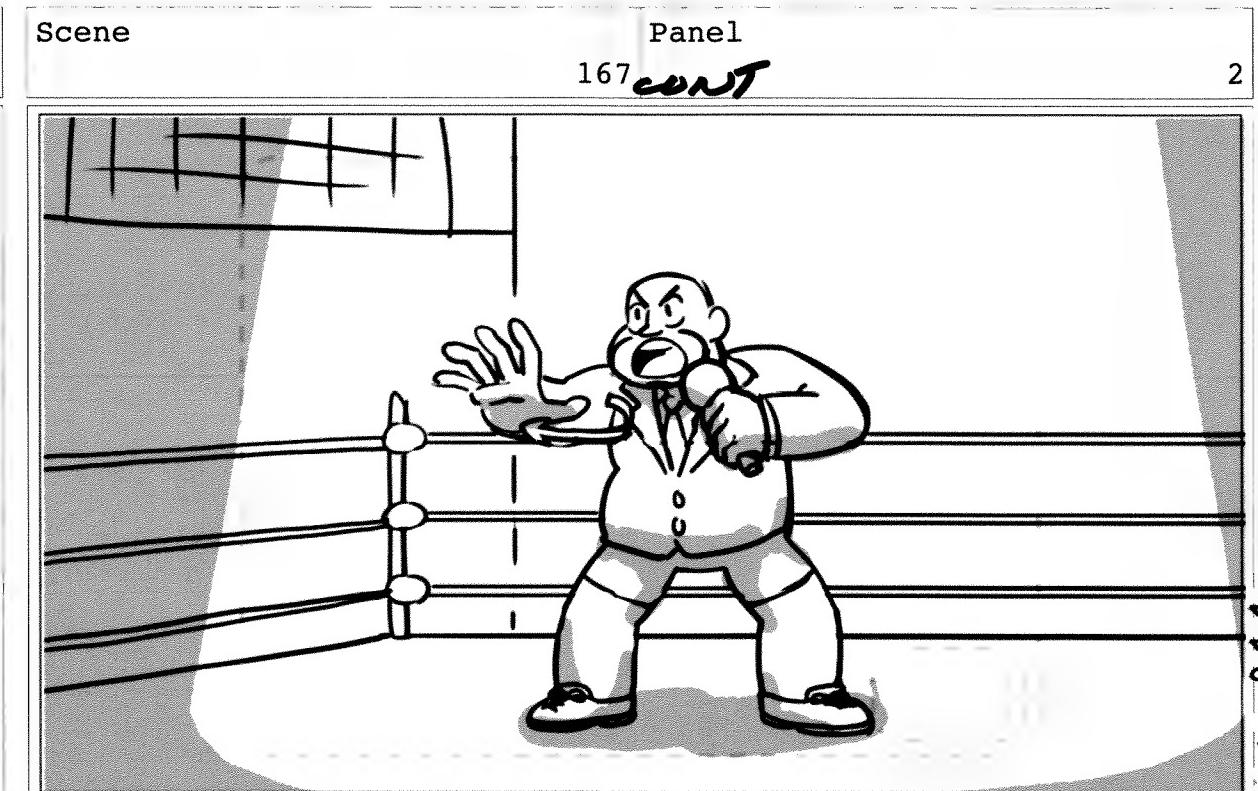
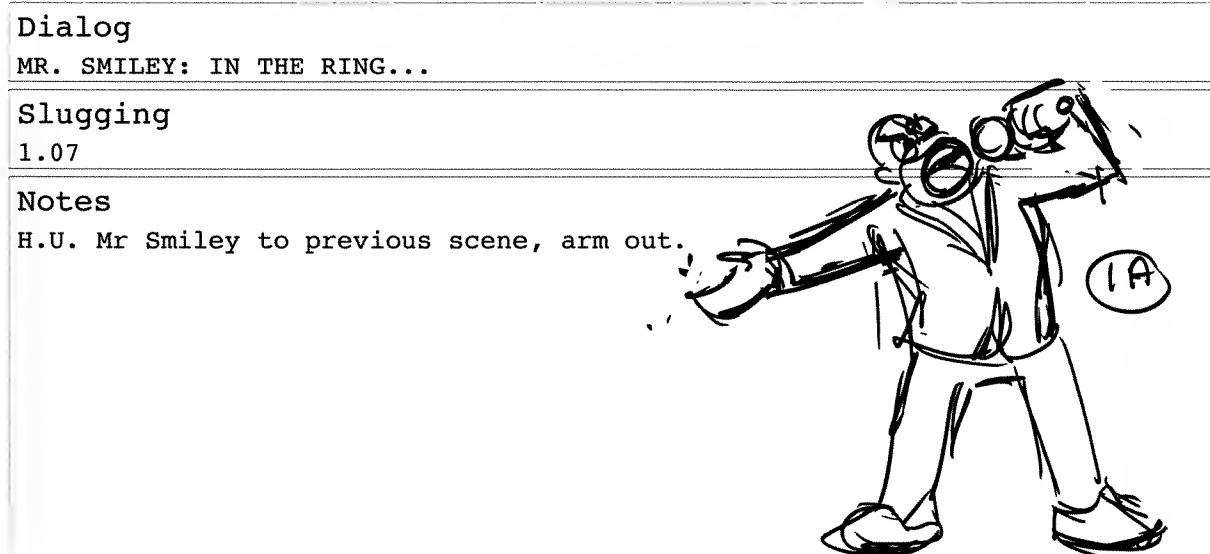
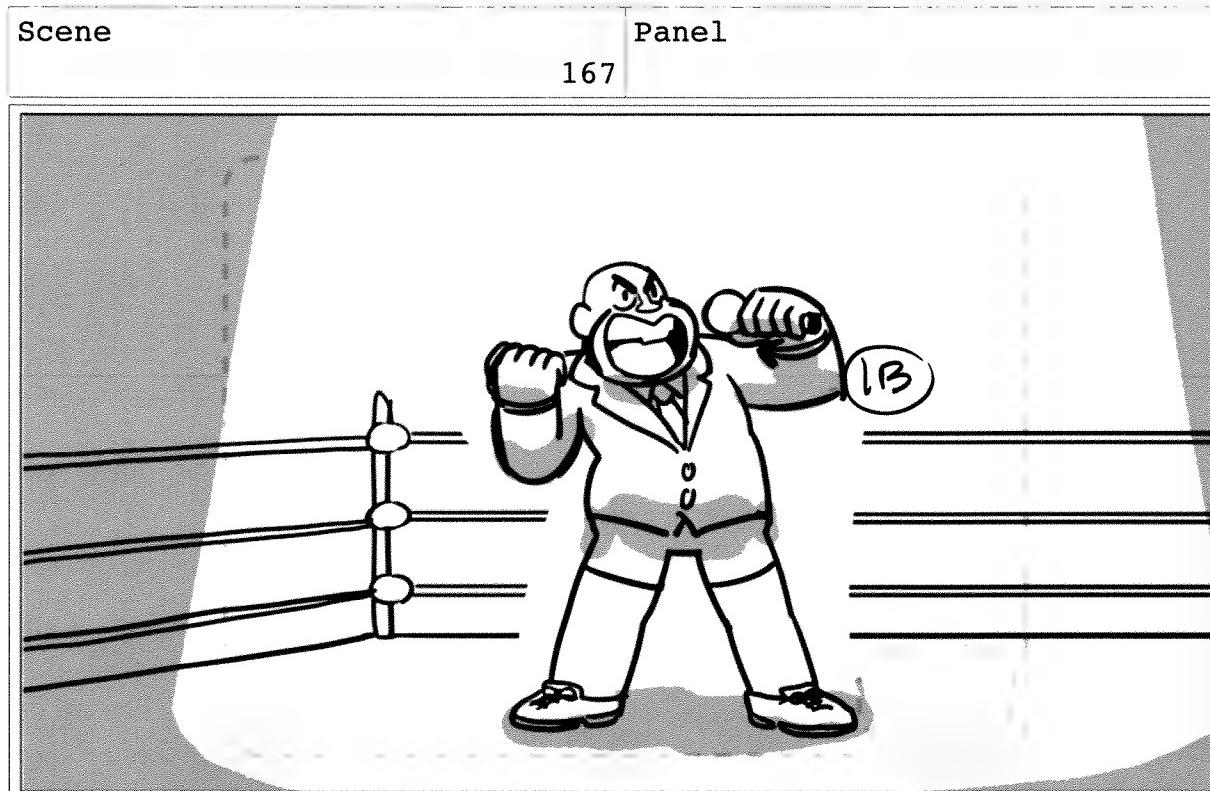
CROWD: <CHEERS>

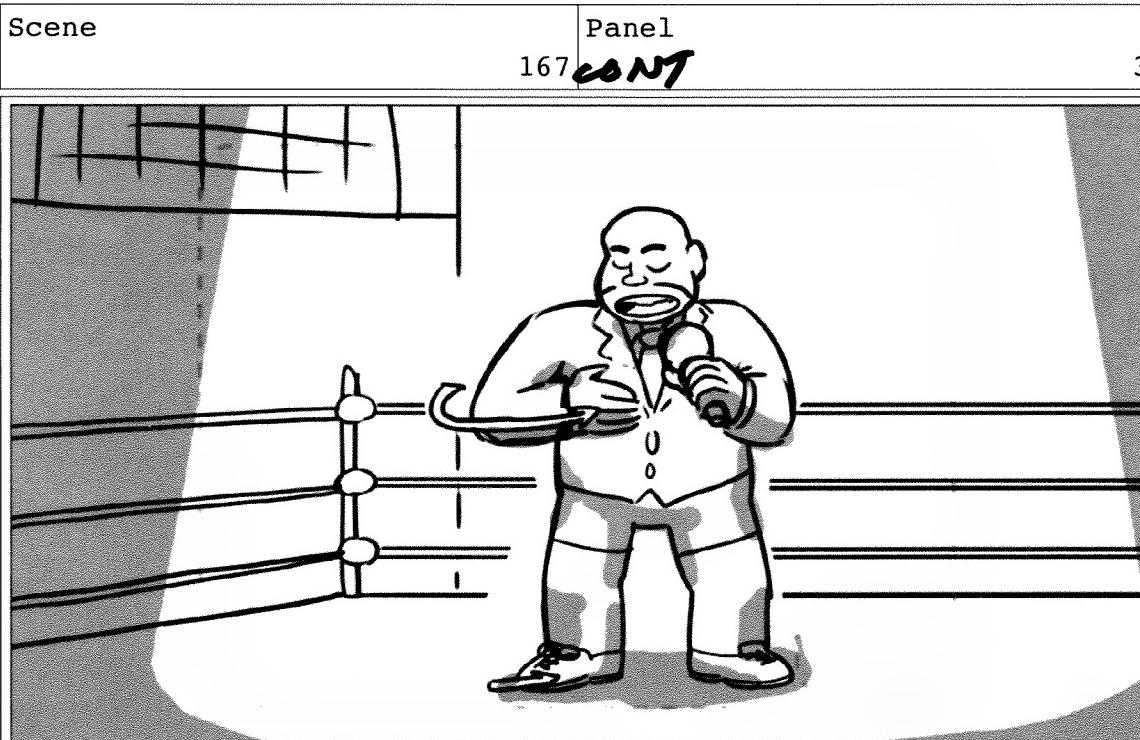
## Action Notes

Spot lights loudly switch on,  
crowd cheers.

## Notes

H.U. Mr Smiley hand pose to  
previous scene.





Dialog  
MR. SMILEY: THEY'VE STOMPED THEIR WAY THROUGH THE TOURNAMENT...

Slugging  
2.15

Dialog  
MR. SMILEY: ...AND INTO OUR HEARTS.

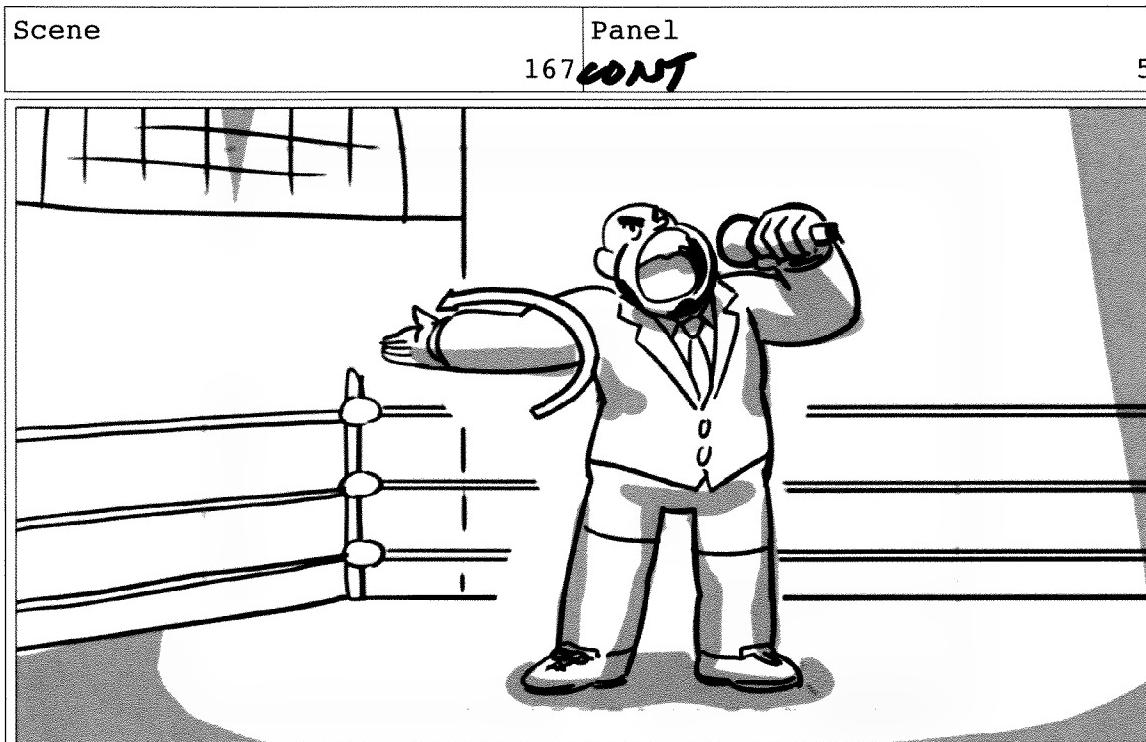
Slugging  
1.14

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1020.011

1020.011

1020.011



1020 . 011

Dialog  
MR. SMILEY: GIVE IT UP YA'LL!! GIVE IT UP!!

Action Notes  
Another light comes on.

Slugging  
2.12

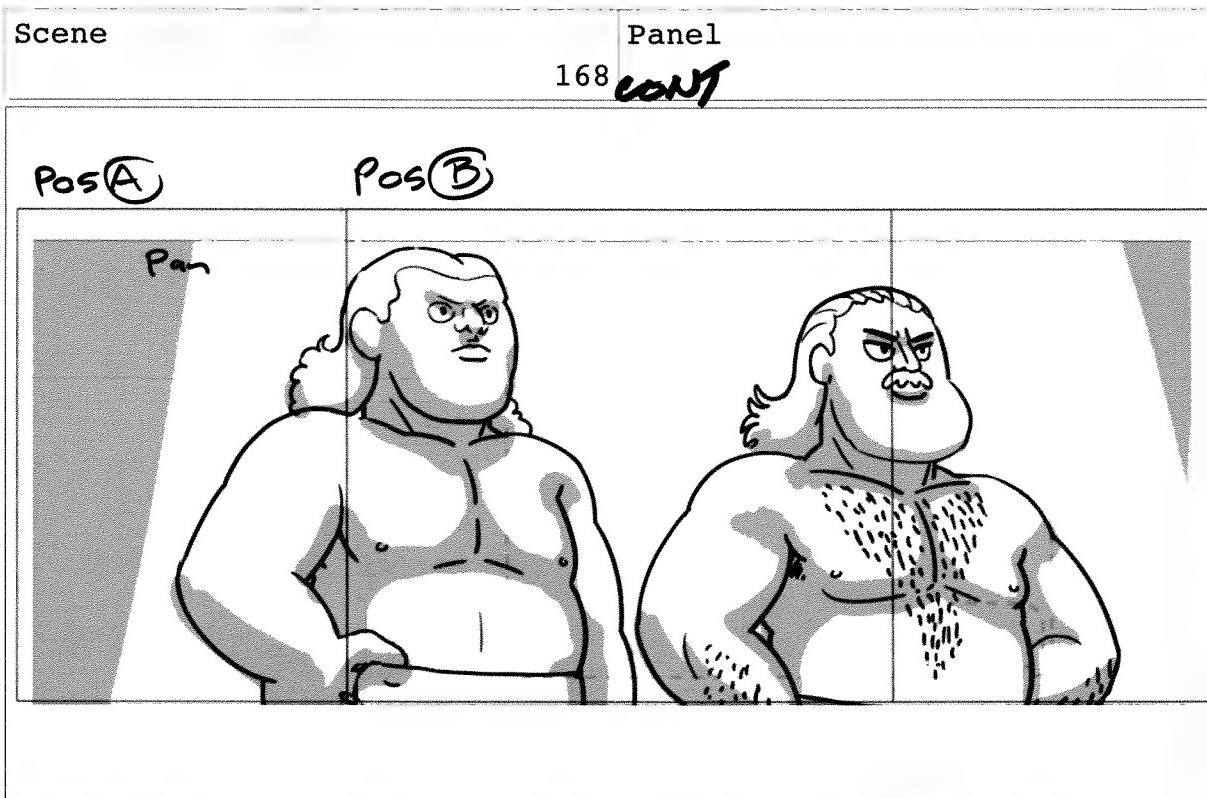


1020 . 011

Dialog  
MR. SMILEY (os): DASHING! DAVE DOOBER!

Slugging  
3.02

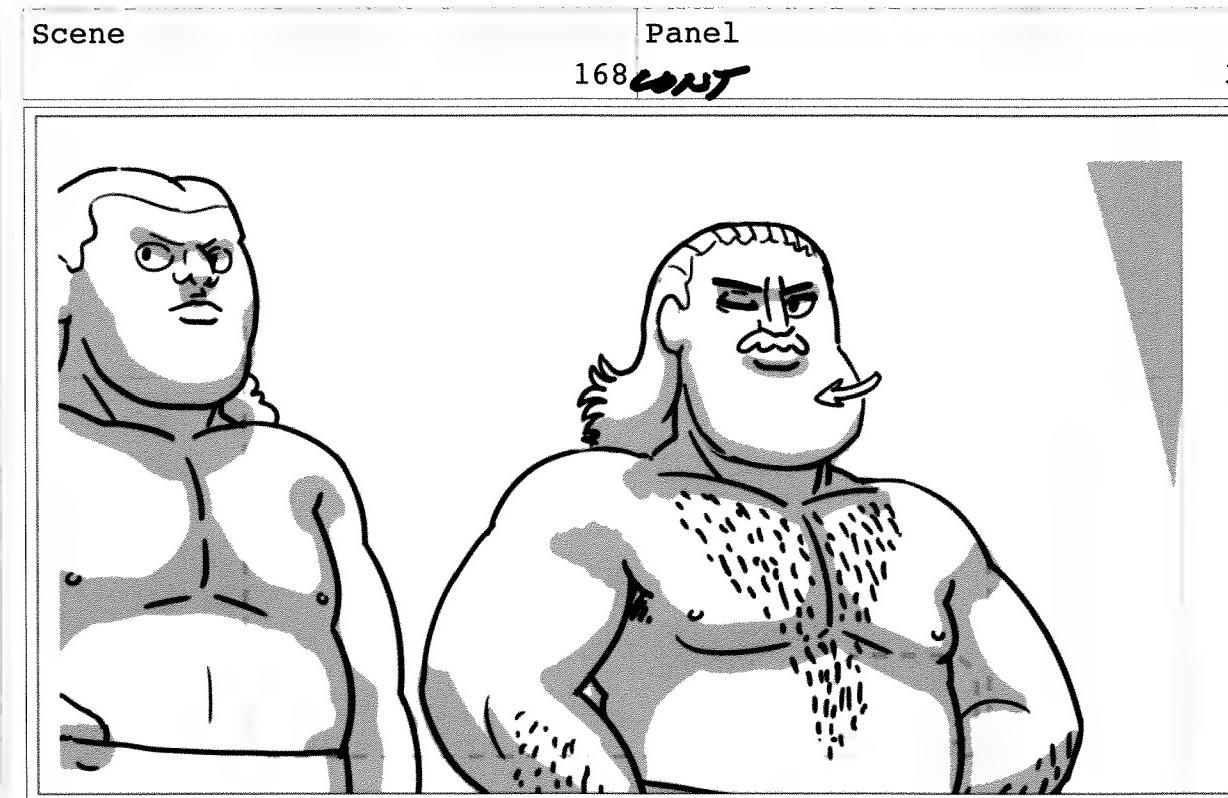
JUL 09 2015



Dialog  
MR. SMILEY (os): AND HANDSOME! HANK HAAAAACKLESCHMIIIIIDT!

Action Notes  
Camera pans right to hank

Slugging  
ADJ: 1.02  
Then HOLD: 3.08



Dialog  
CROWD: <LOUD CHEERING>

Action Notes  
Hank winks, crowd cheers.

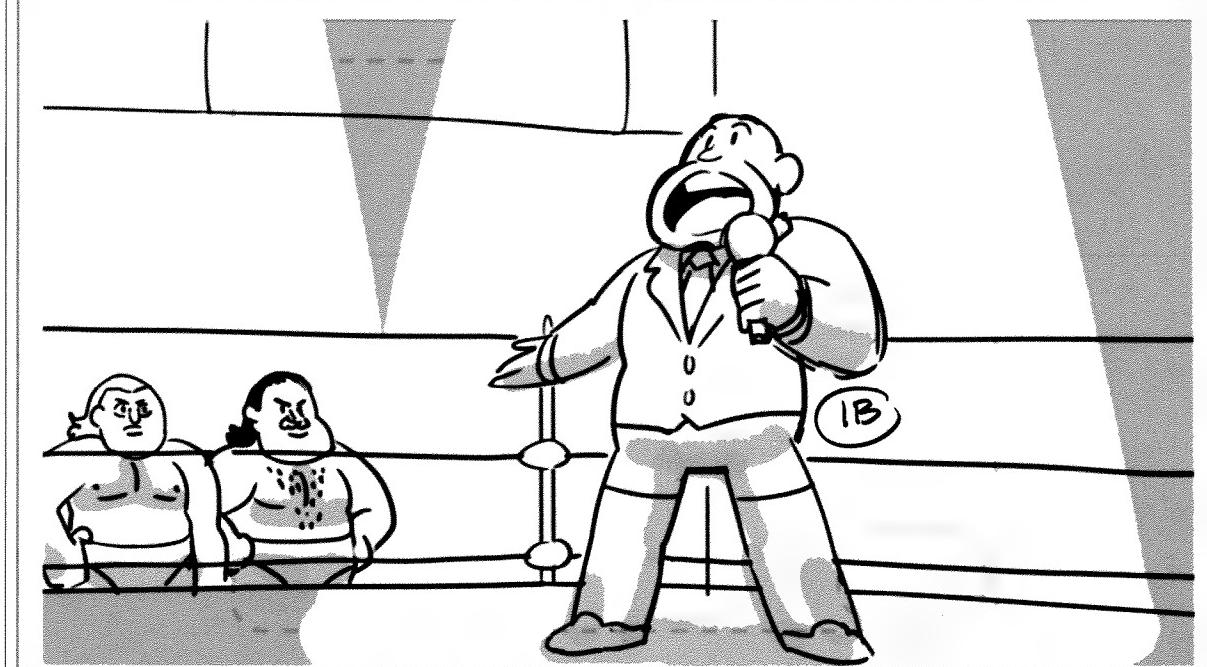
Slugging  
1.06

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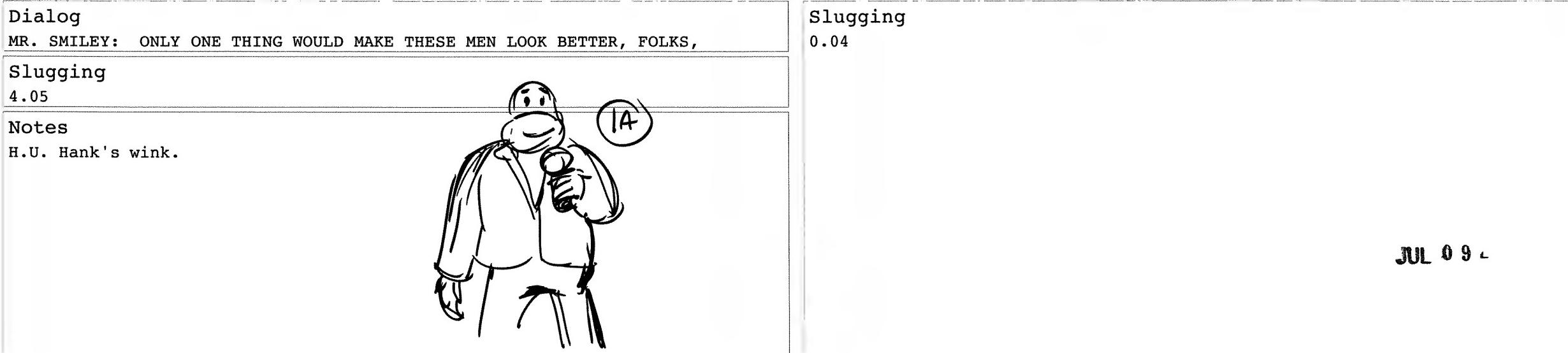
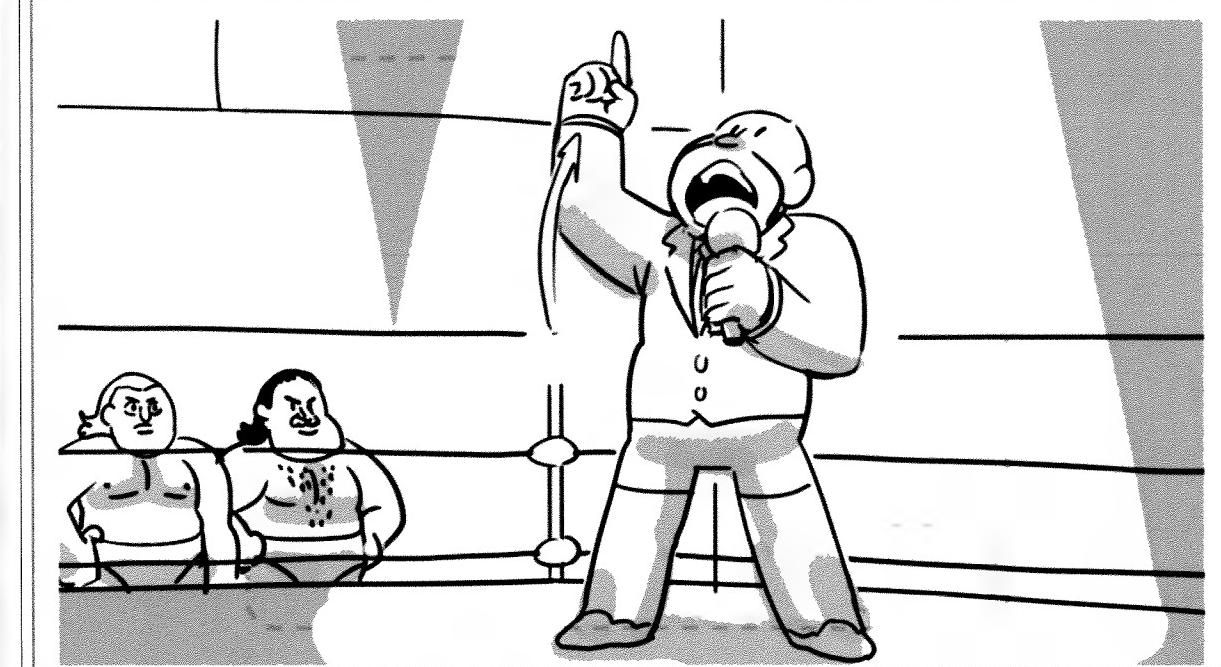
1020.011

1020.011

Scene 169 Panel 1



Scene 169 Panel 2

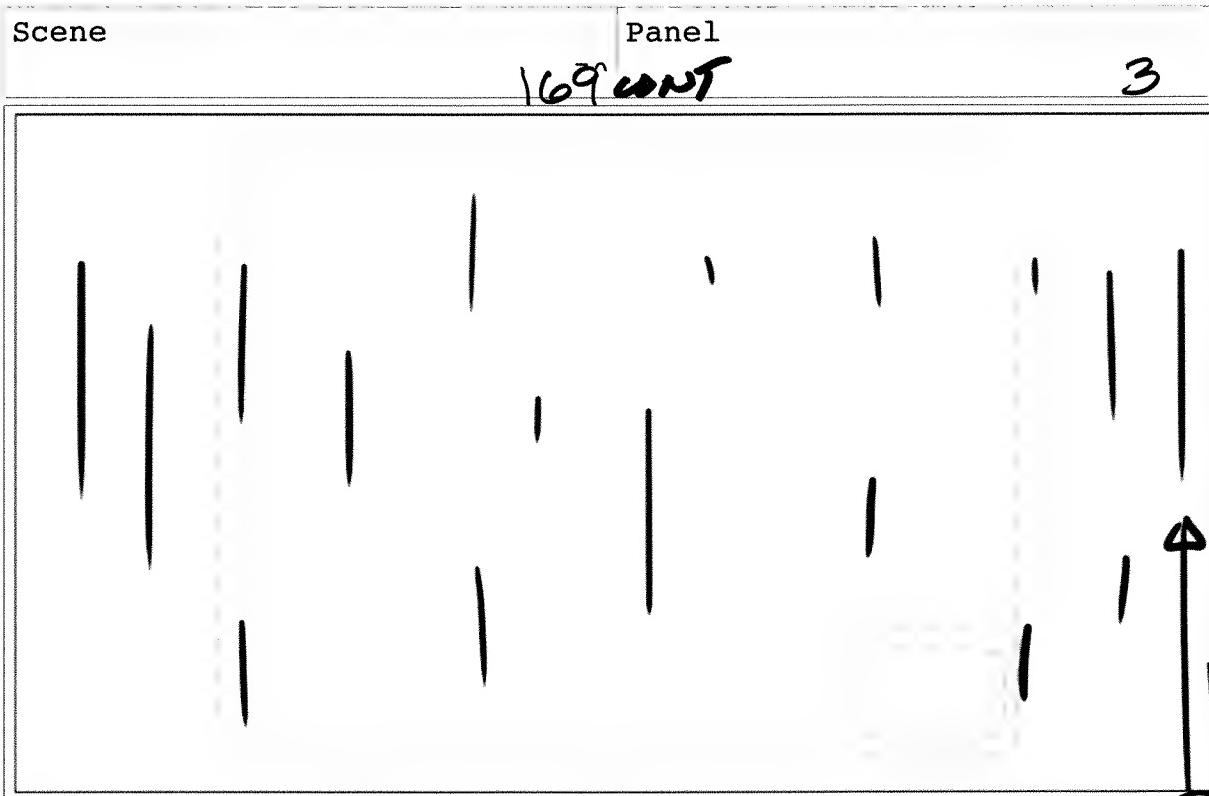


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1020.011

1020.011

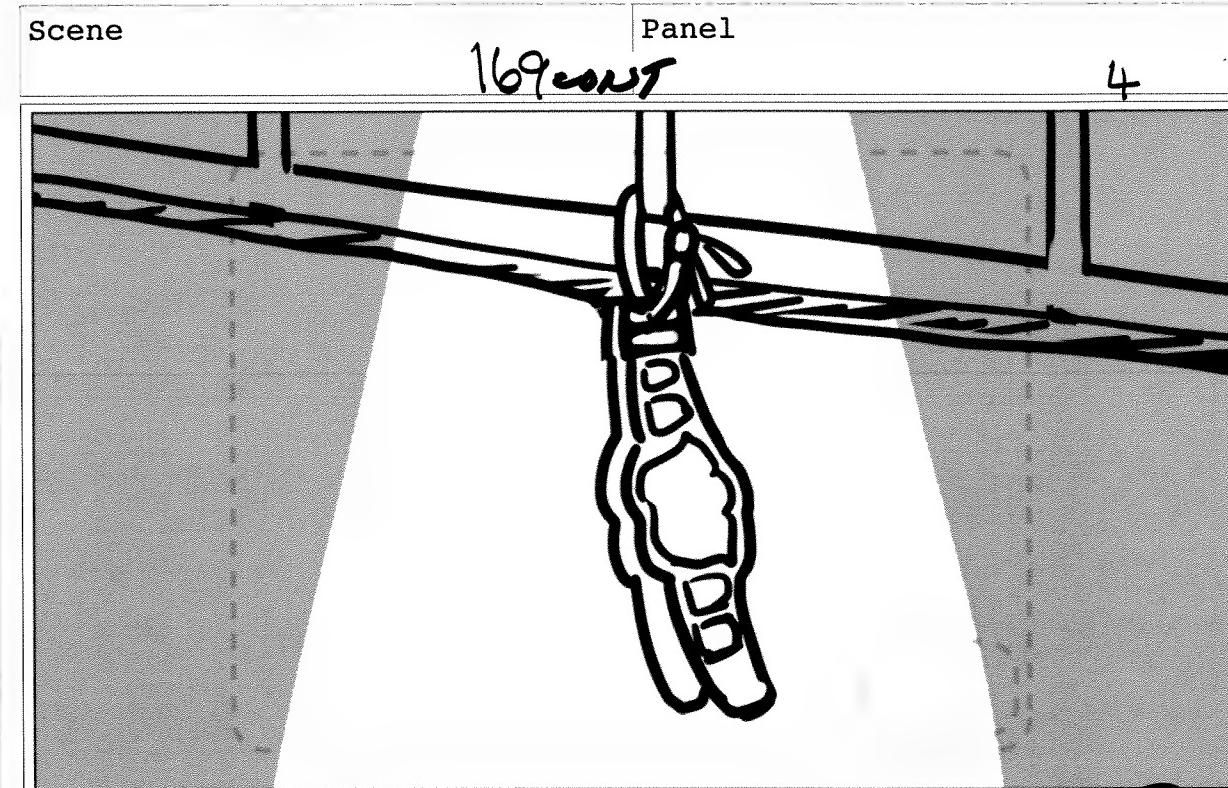
1020.011



Action Notes  
Whip pan

Pos B

Slugging  
0.07

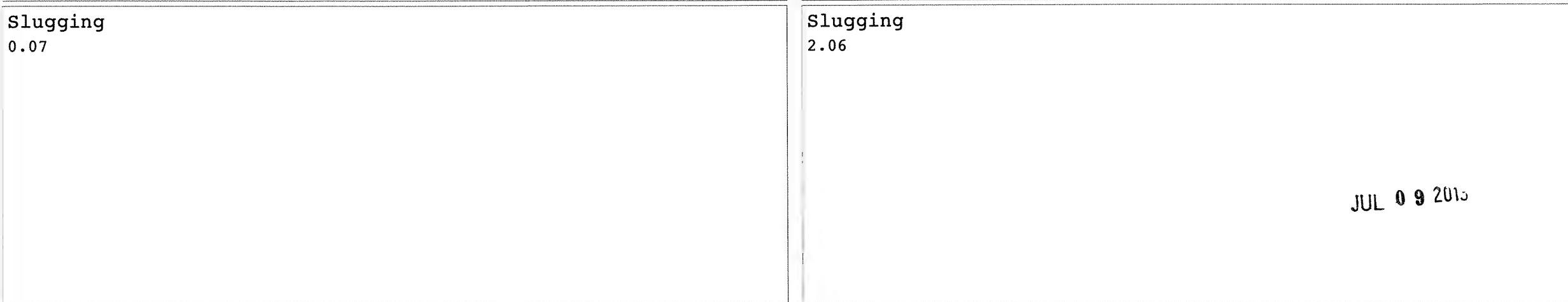


Dialog  
MR. SMILEY (os): IT'S THE TAG TEAM...

Pos C

Slugging  
2.06

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1020.011

Scene

169 cont

Panel

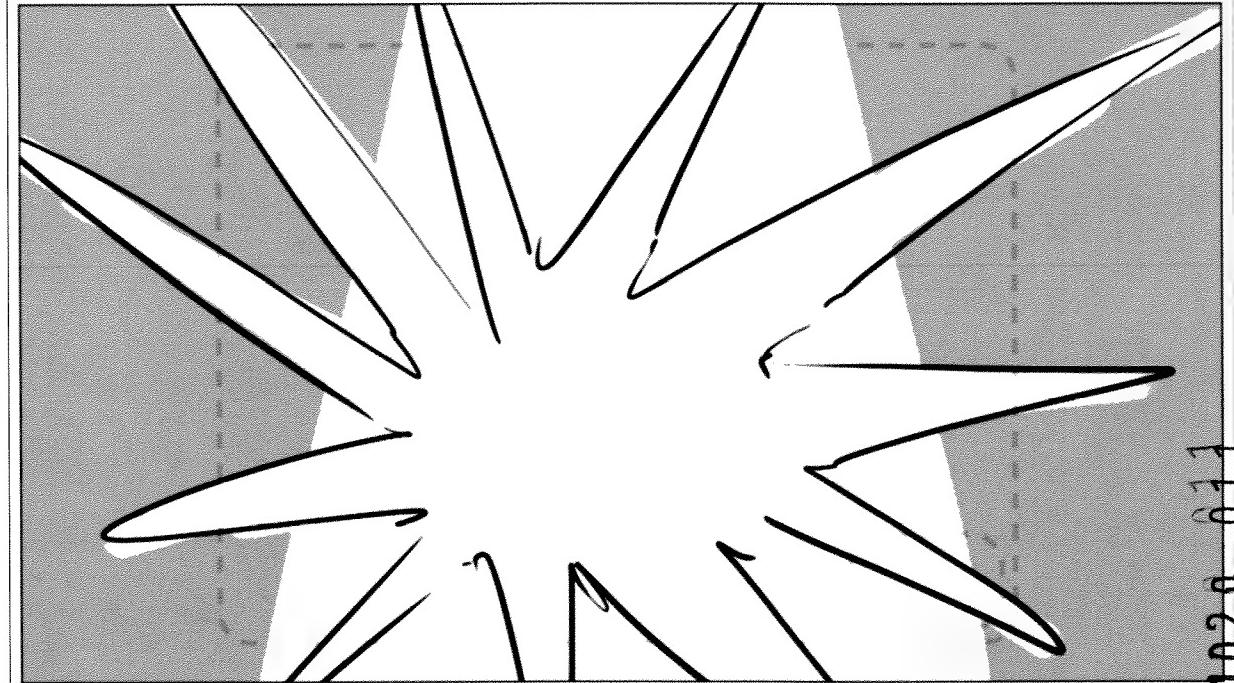
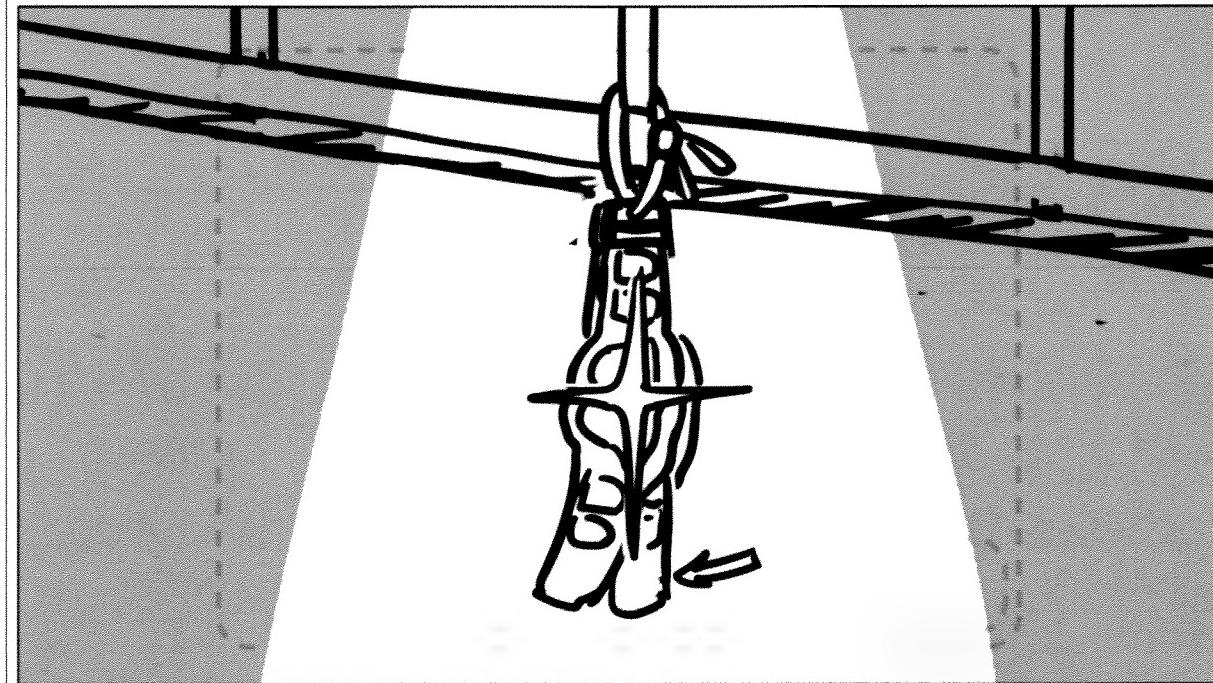
5

Scene

169 cont

Panel

6



Dialog

MR. SMILEY (os): ...BELTS!

Action Notes

Belts sway, catching the light.

Slugging

0.14

Dialog

MR. SMILEY (os): BUT!

Action Notes

Reflected light whites out the screen.

Slugging

0.09

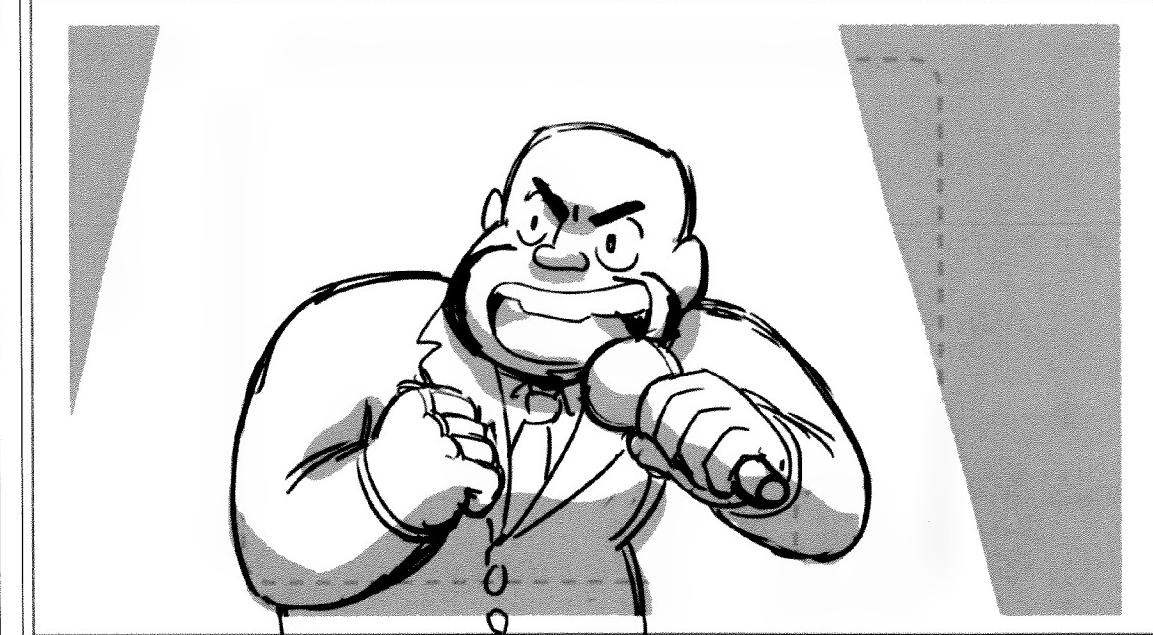
JUL 09 2011

1020.011

Scene 172 Panel 1



Scene 172 Panel 2 cont



Dialog  
MR. SMILEY: STANDING IN THEIR WAY...

Slugging  
2.04

Dialog  
MR. SMILEY: THE RUTHLESS KINGS ...

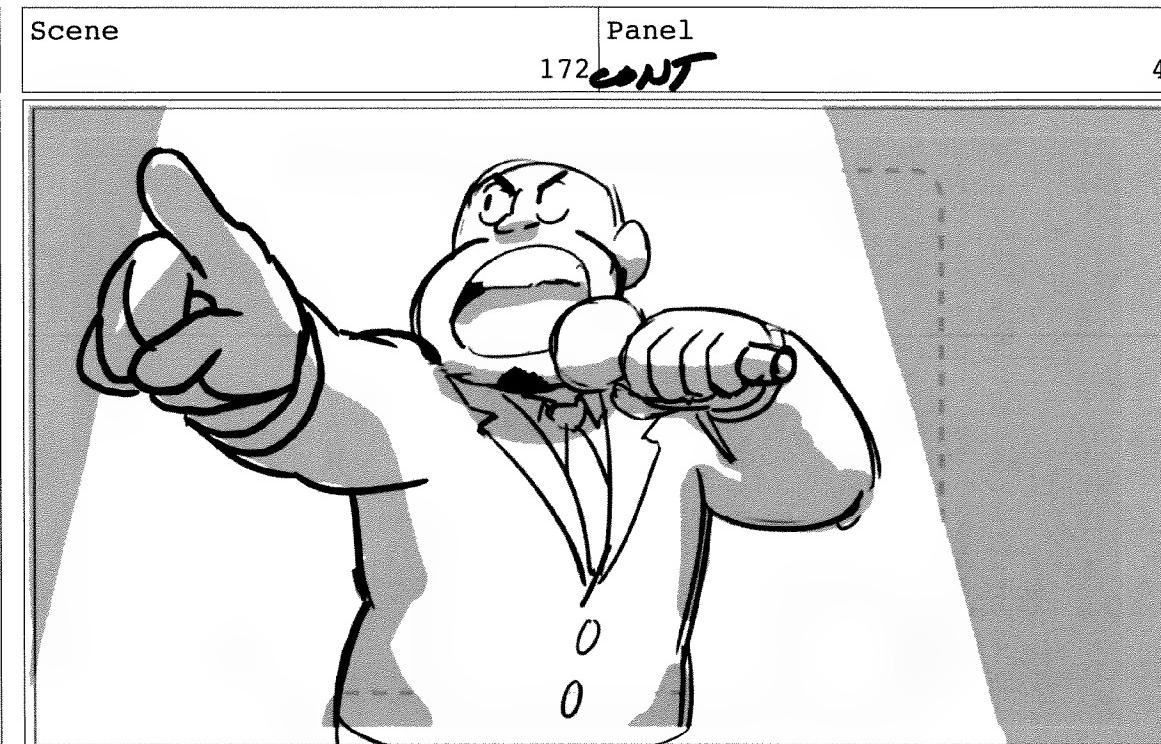
Slugging  
1.13

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1020.011

1020.011

1020.011



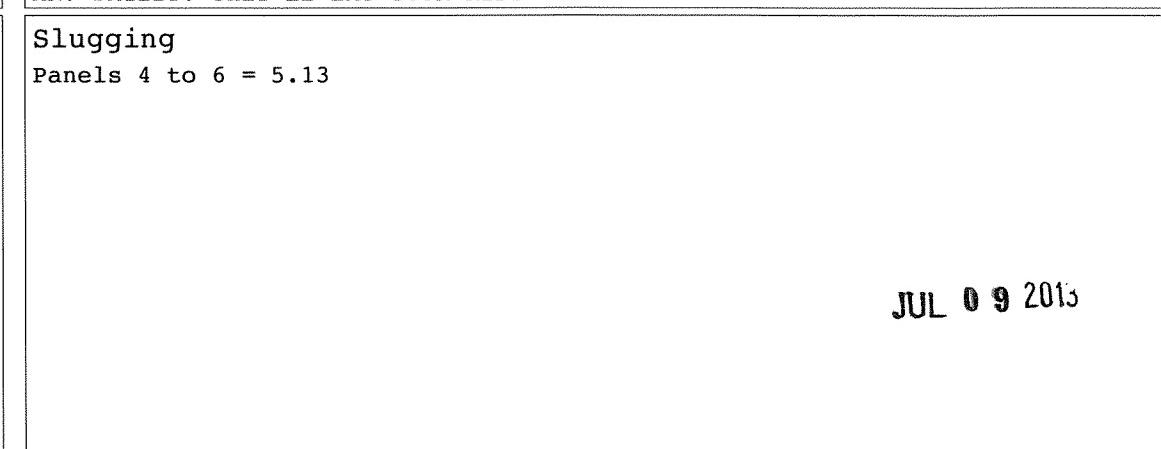
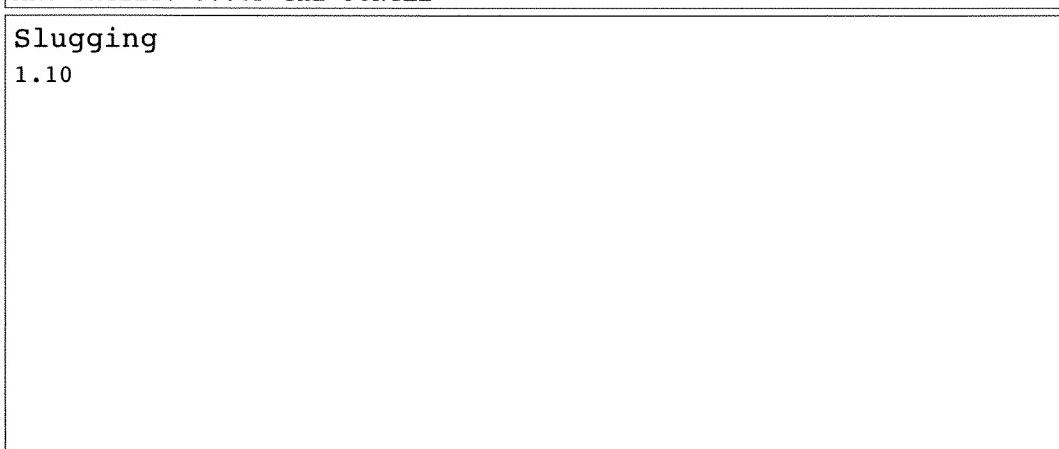
Dialog  
MR. SMILEY: ...OF THE JUNGLE

Slugging  
1.10

Dialog  
MR. SMILEY: THEY'LL EAT YOUR KIDS

Slugging  
Panels 4 to 6 = 5.13

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1020-011

1020.011

1020.011

Scene 172 Panel 5



Dialog  
MR. SMILEY: FIRE YOUR PARENTS!

Scene 172 Panel 6



Dialog  
MR. SMILEY: OOOH!

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1020 - 011

1020 . 011

1020 . 011

Scene 172 Panel 7  
*CONT*

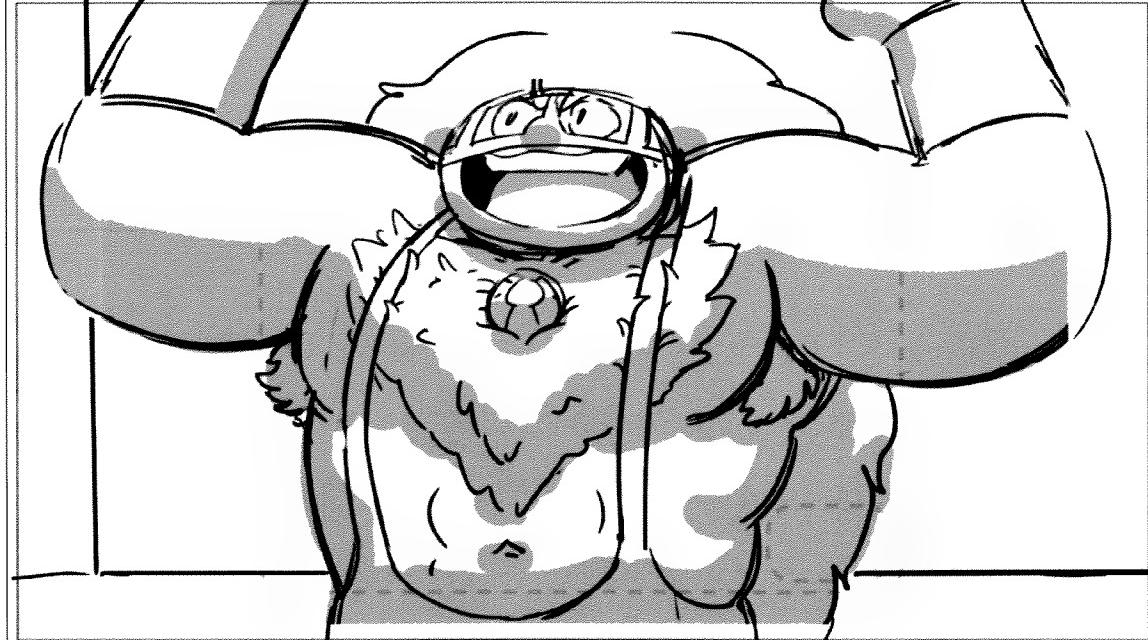


Dialog  
MR. SMILEY: YES, IT COULD ONLY BE...

Action Notes  
Another spotlight switches on.

Slugging  
2.13

Scene 173 Panel 1



Dialog  
MR. SMILEY (os): THE PURPLE

CROWD: <BOOING>

Slugging  
1.10

JUL 09 2013

1020.011

1020.011

1020.011

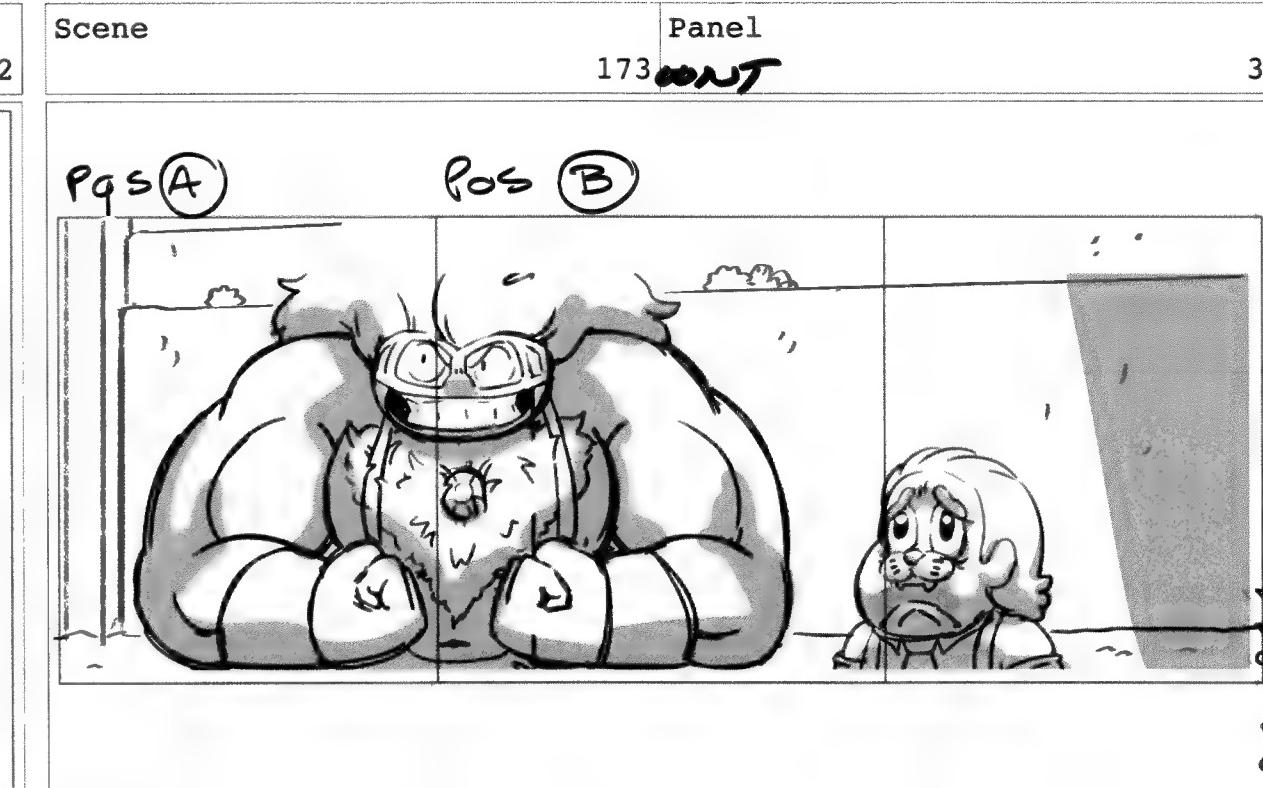


**Dialog**  
MR. SMILEY (os): PUMA...

CROWD: <BOOING>

**Action Notes**  
The crowd boos and Amethyst soaks up the attention, biceps bulge.

**Slugging**  
1.03



**Dialog**  
MR. SMILEY (os): AND TIGGGERRRR MILLIONAIRRREEEEE!!!

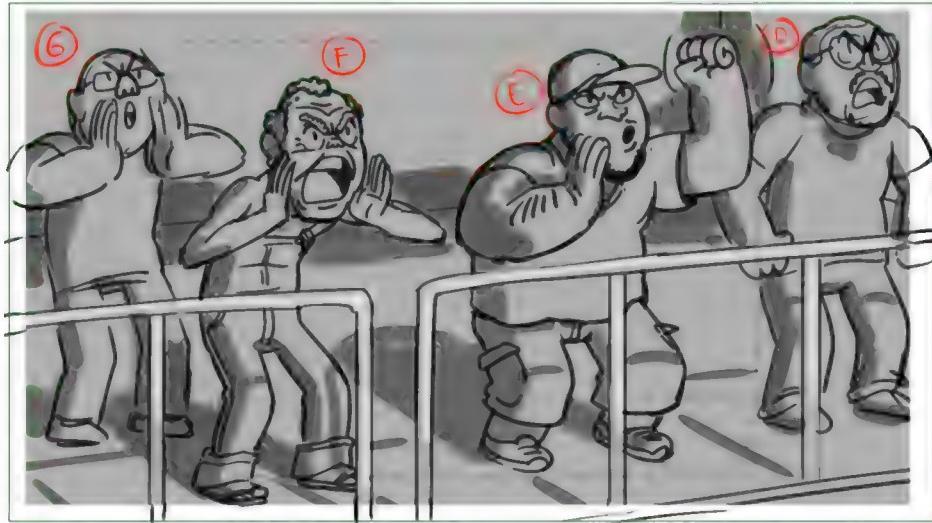
**Action Notes**  
Camera pans right to steven

**Slugging**  
ADJ: 1.02  
Then HOLD: 4.01

JUL 09 2010

1020.011

Scene	Duration	Panel	Duration
174	01:00	1	01:00



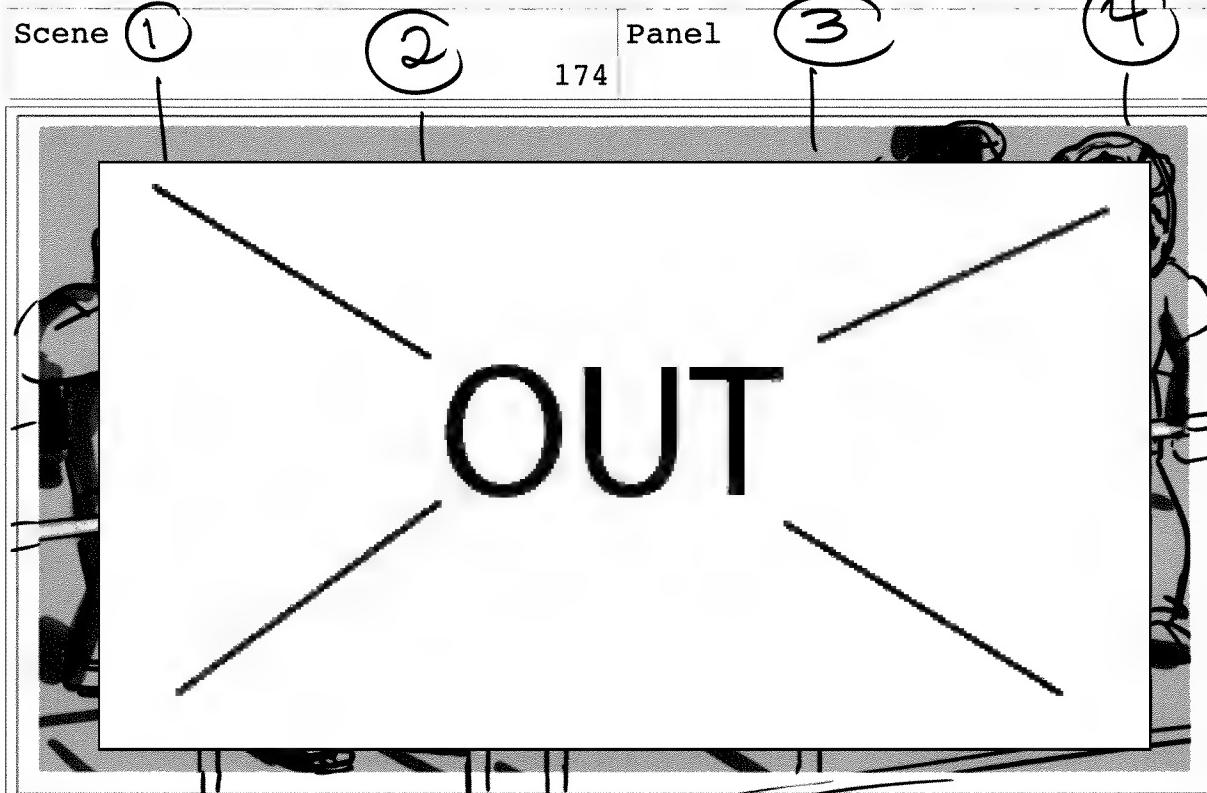
Dialog

MR. SMILEY (os) :

...AIIIIIRRRE!!

OLD FARMER: DON?T YOU DARE  
HURT THOSE MEN, YOU MONSTERS!

CROWD: <BOOING>



Dialog

MR. SMILEY (os): ...AIIIIIRRRE!!

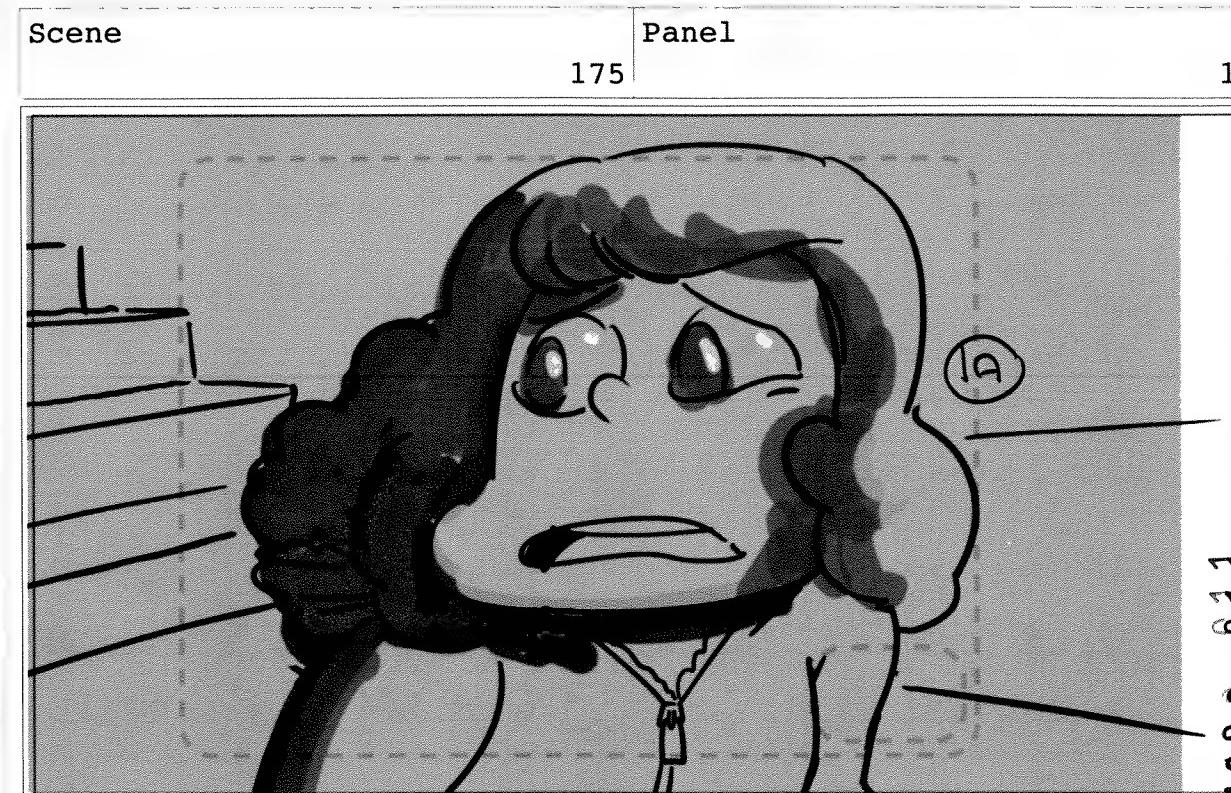
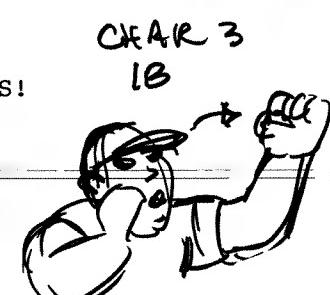
OLD FARMER: DON'T YOU DARE HURT THOSE MEN, YOU MONSTERS!

CROWD: <BOOING>

1A CHAR 2

Slugging

4.09



Dialog

SADIE: MAN, PEOPLE ARE REALLY HATING ON TIGER M.

Slugging

5.07



JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel	
176	1	



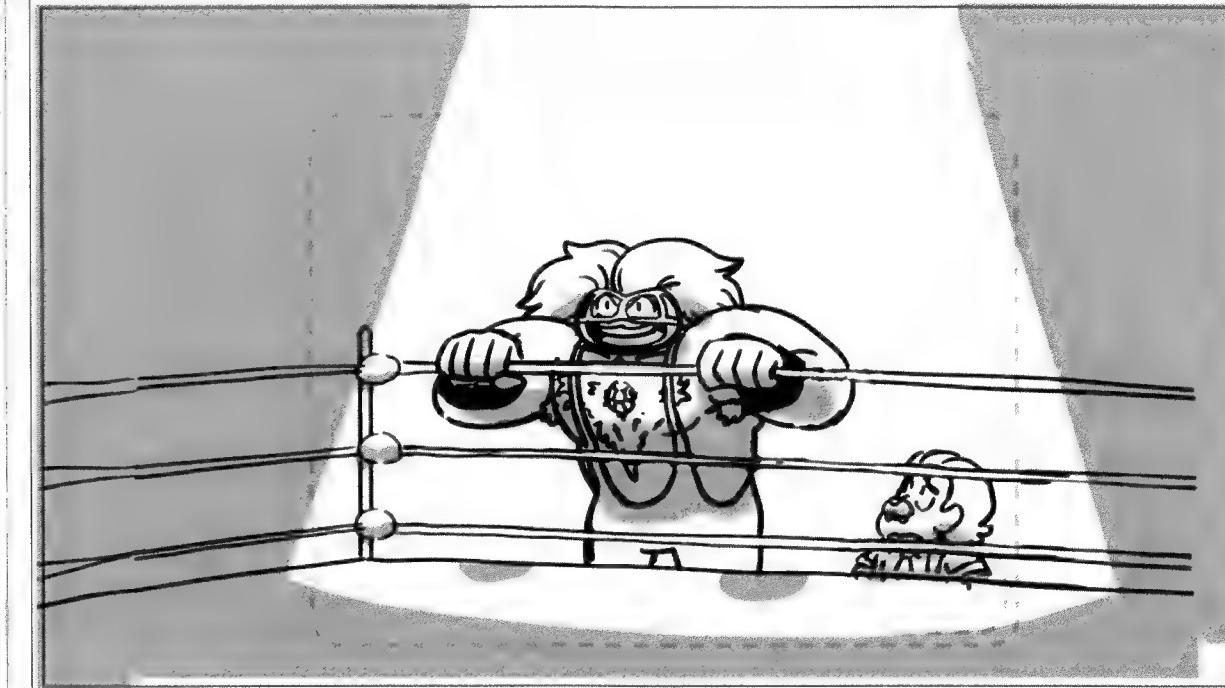
**Dialog**  
LARS: YEAH!! HE'S AWFUL BECAUSE HE HURT ME SPECIFICALLY!

**Action Notes**  
Sadie turns to look at Lars.

**Slugging**  
4.02

**Notes**  
H.U. Sadie to previous scene.

Scene	Panel	
177	1	



**Dialog**  
CROWD: <BOOING>

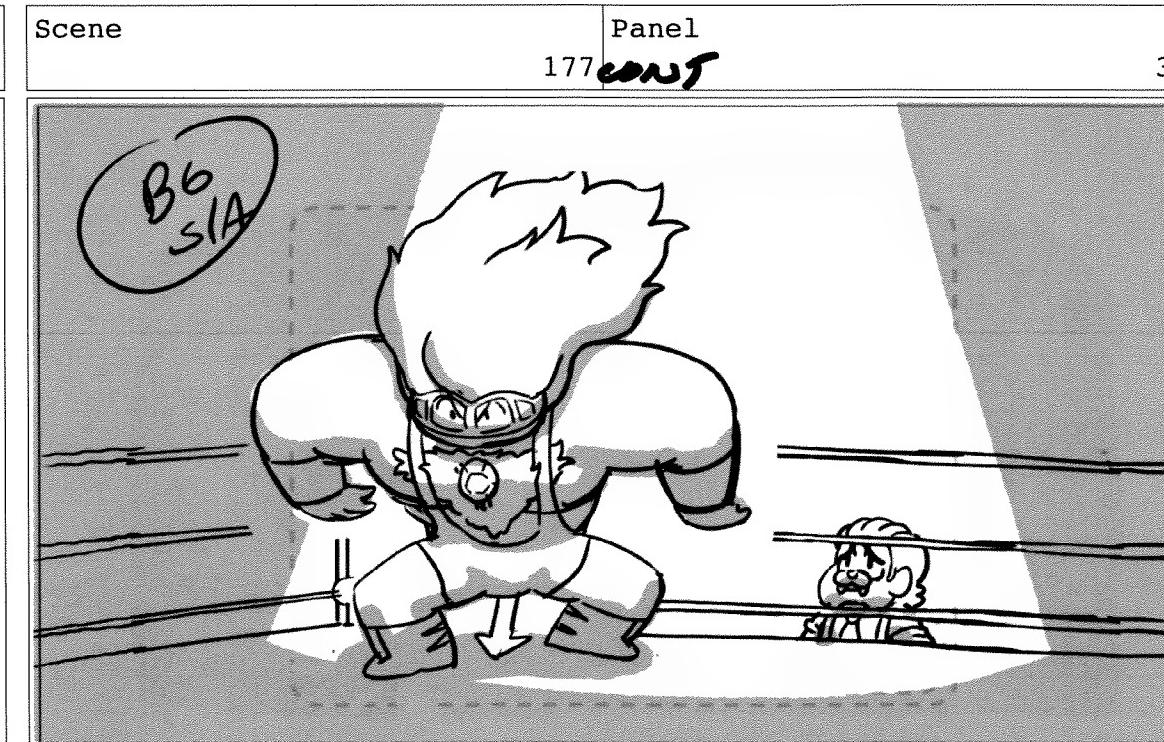
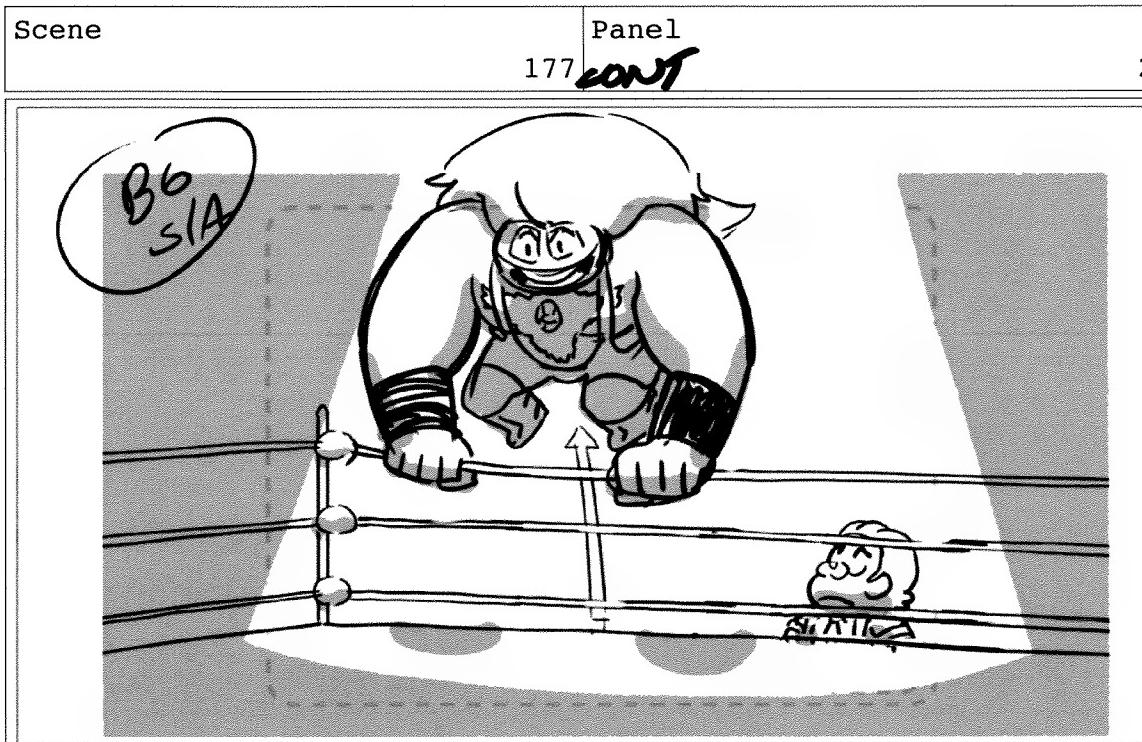
**Slugging**  
0.08

JUL 09 2011

1020.011

1020.011

1020.011



1020-011

Dialog  
CROWD: <BOOING>

Action Notes  
Amethyst jumps over the rope - Steven's head follows Amethyst.

Slugging  
0.04

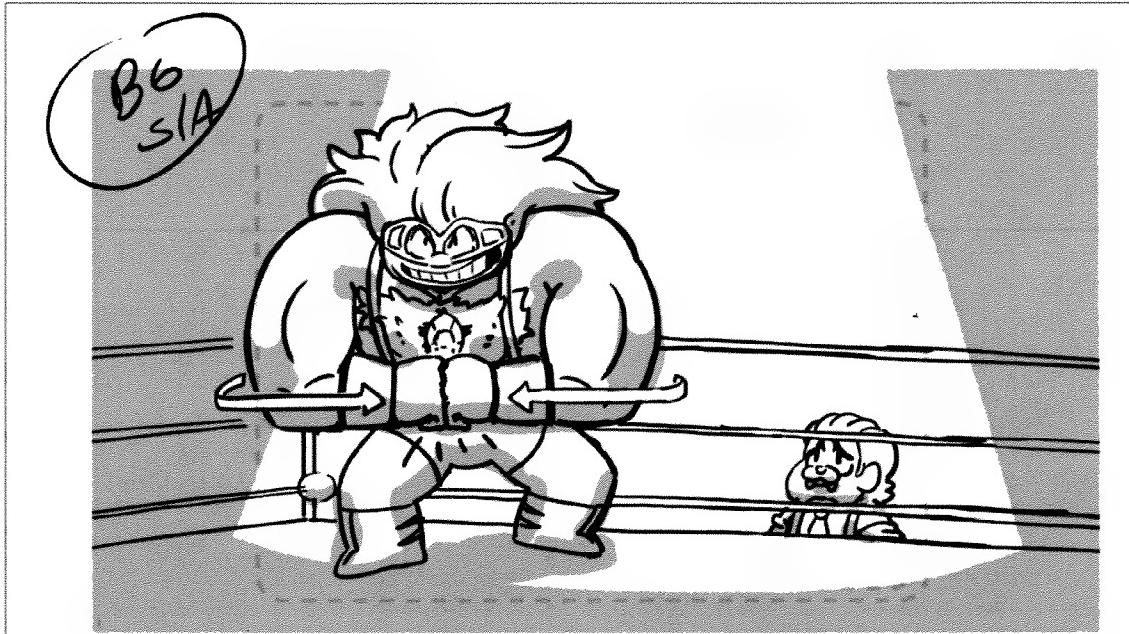
1020-011

Dialog  
CROWD: <BOOING>

Slugging  
0.10

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Scene 177 **cont** Panel 4



Scene 177 **cont** Panel 5



Dialog  
CROWD: <BOOING>

Slugging  
0.15

Action Notes  
Door opens O/S - regular lights loudly clunks on, crowd murmurs.

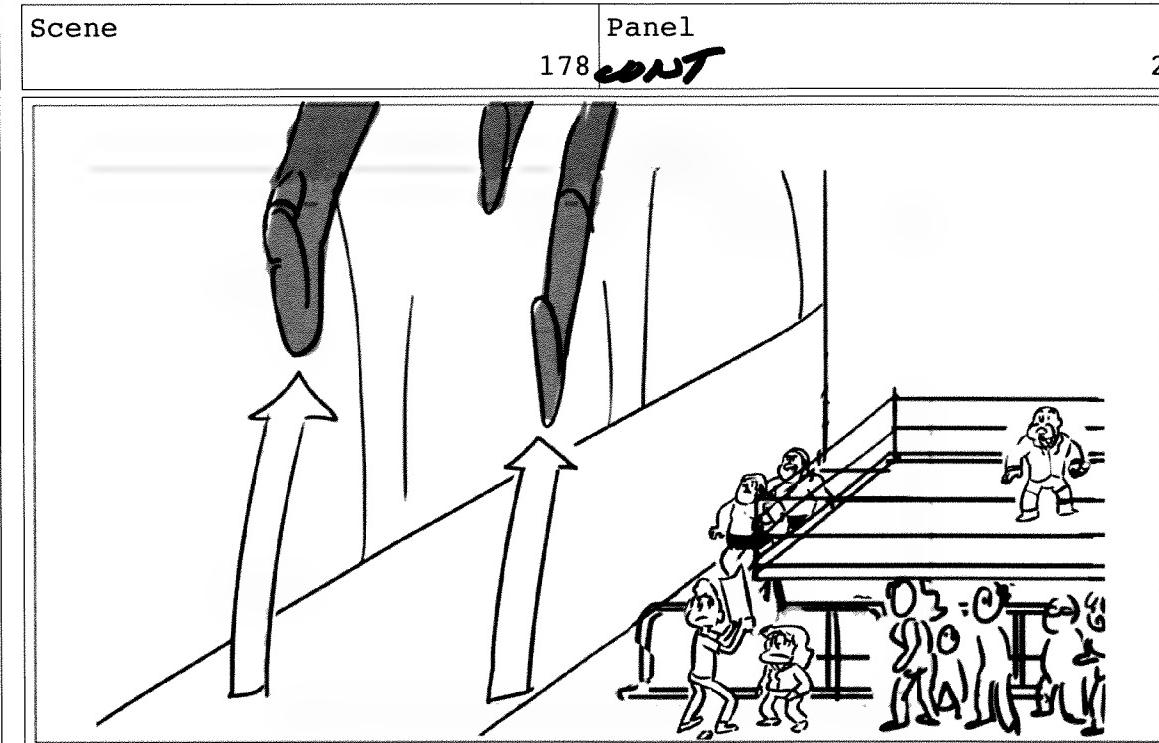
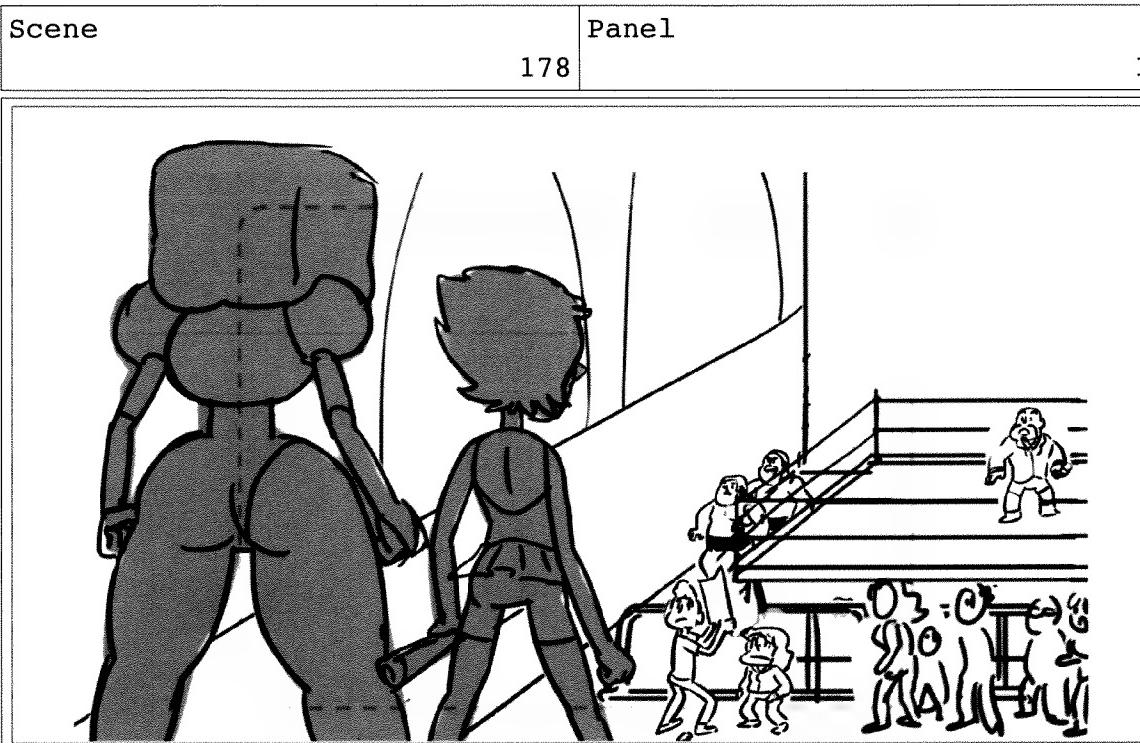
Slugging  
1.03

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1020.011

1020.011

1020.011

**Dialog**

CROWD: < MURMURING >

**Slugging**

1.07

**Action Notes**

Garnet and Pearl leap up, Mr. Smily, Lars and Sadie move their heads to follow the action.

**Slugging**

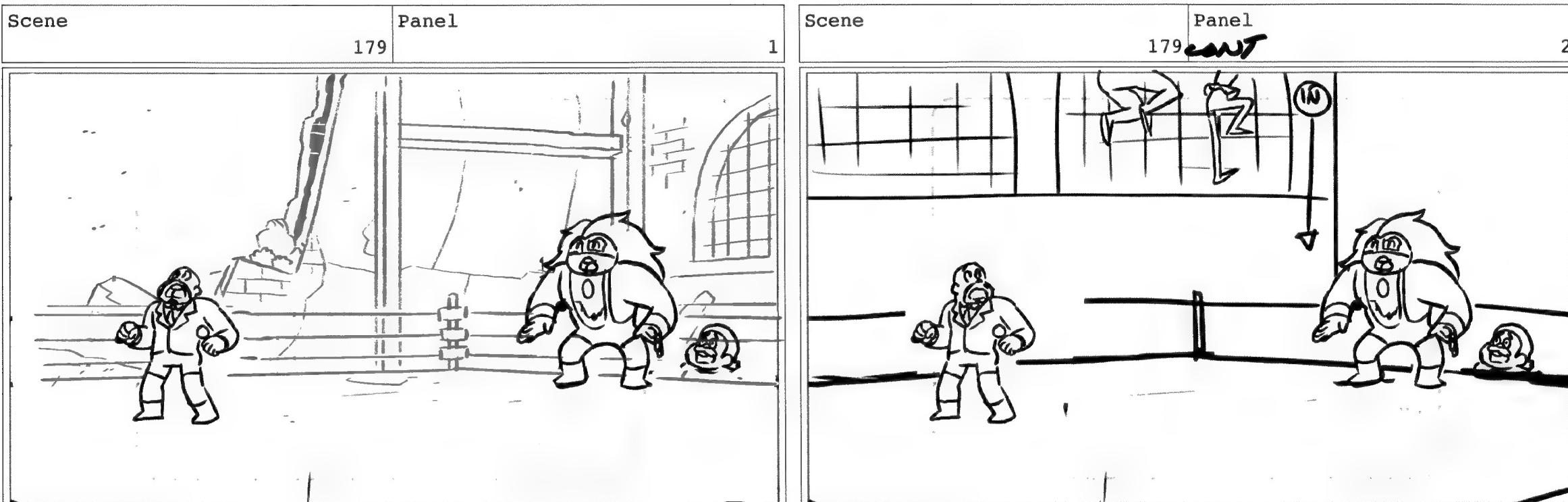
0.07

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1020.011

1020.011

1020.011

**Action Notes**

Mr. Smiley, Amethyst and Steven look O/S towards Pearl and Garnet in the air.

**Slugging**

0.08

**Action Notes**

Mr. Smiley, Amethyst and Steven look O/S towards Pearl and Garnet in the air.

**Slugging**

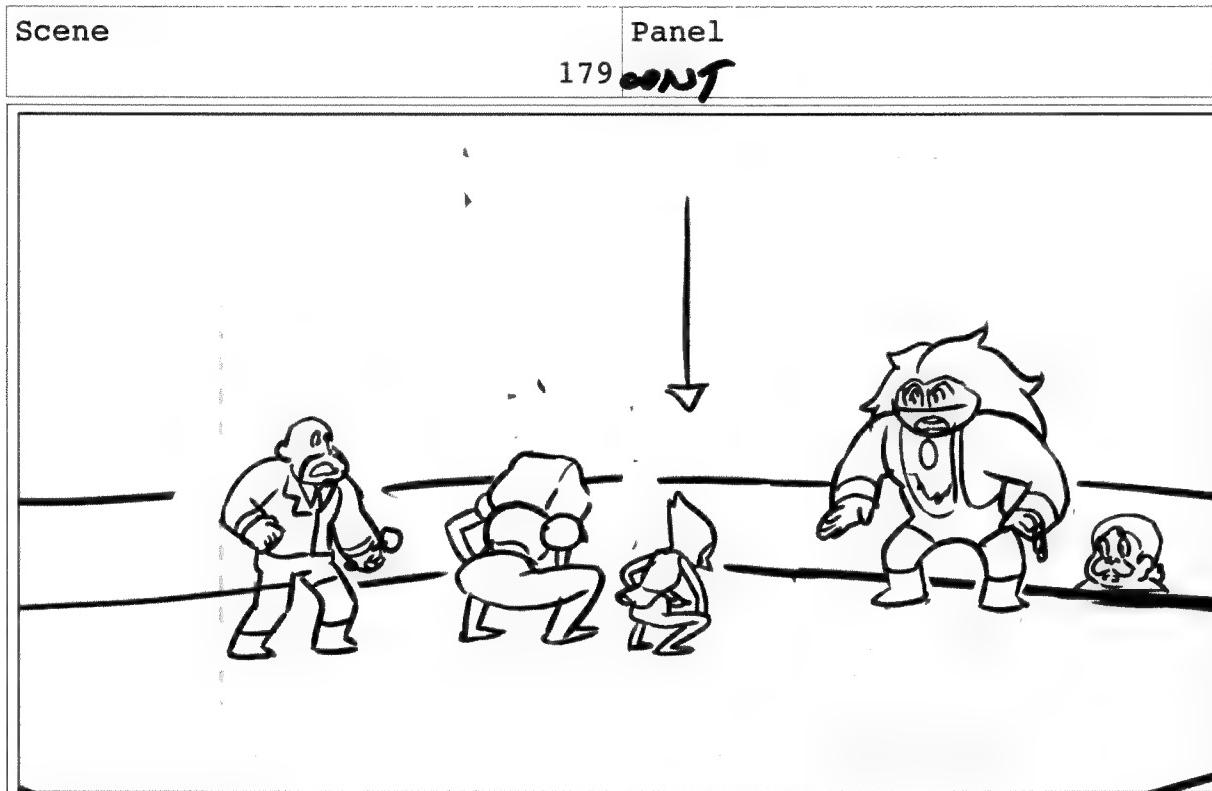
Panels 2 + 3 = 1.04

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1020.011

1020.011

1020.011



Action Notes

G and P land in the ring

Dialog

STEVEN: PEARL?! GARNET?

Action Notes

H/U Steven to previous

Slugging

3.01

JUL 09 2013

1020 . 011



Dialog  
AMETHYST: WHAT ARE YOU...

Action Notes  
Pearl and Garnet slowly rise.

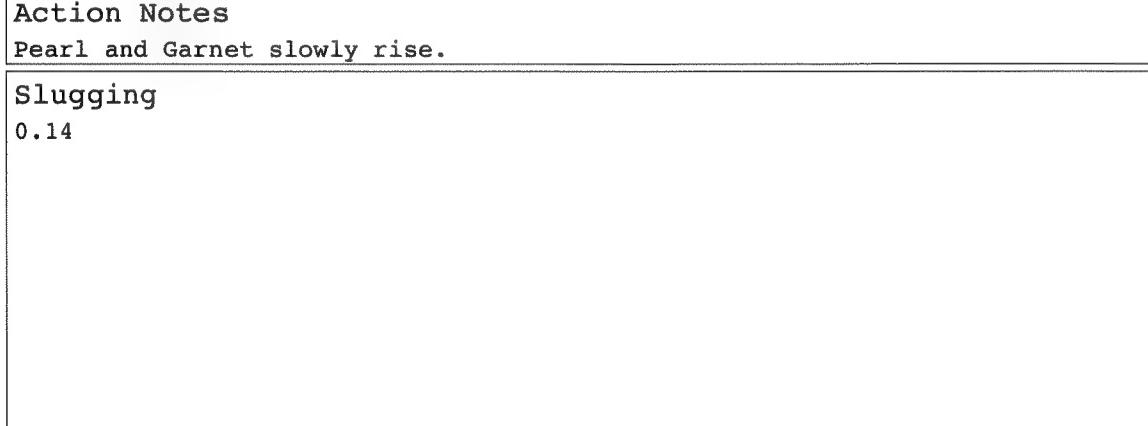
Slugging  
0.14



Dialog  
AMETHYST: ...DOING?!

Slugging  
1.06

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1020.011

1020.011

Scene	Panel
182	1



Scene	Panel
182	2

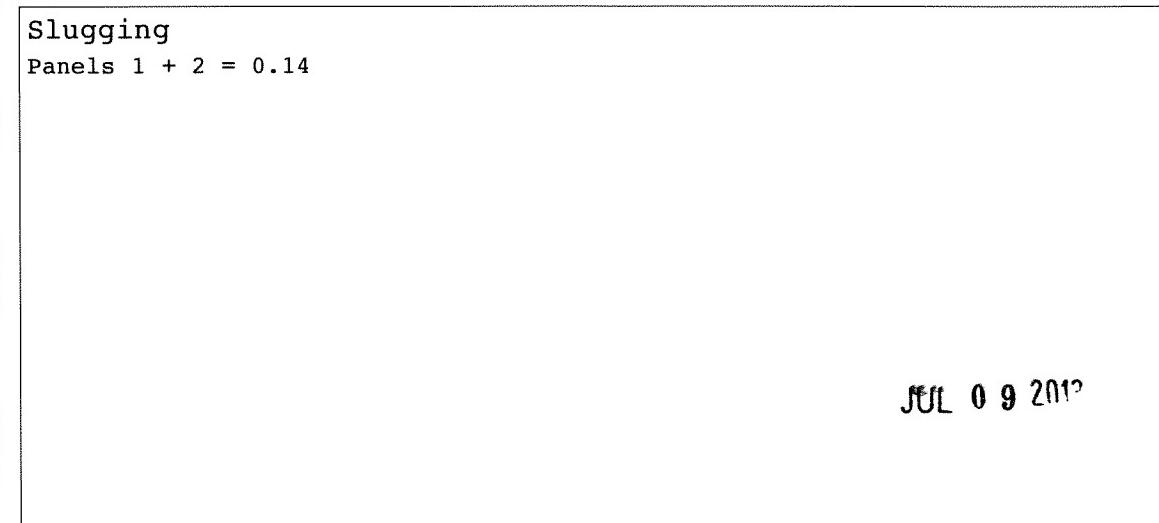
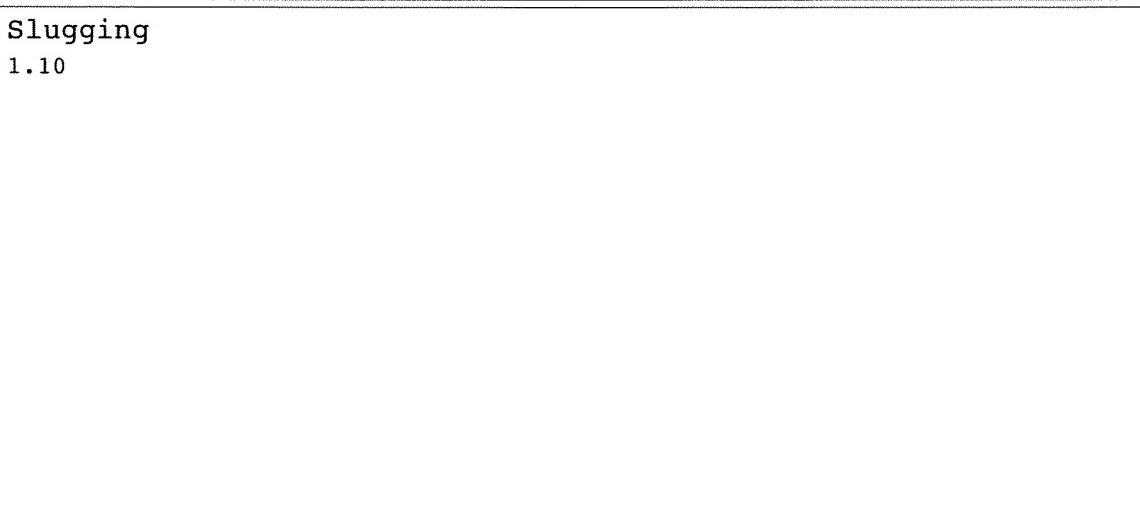
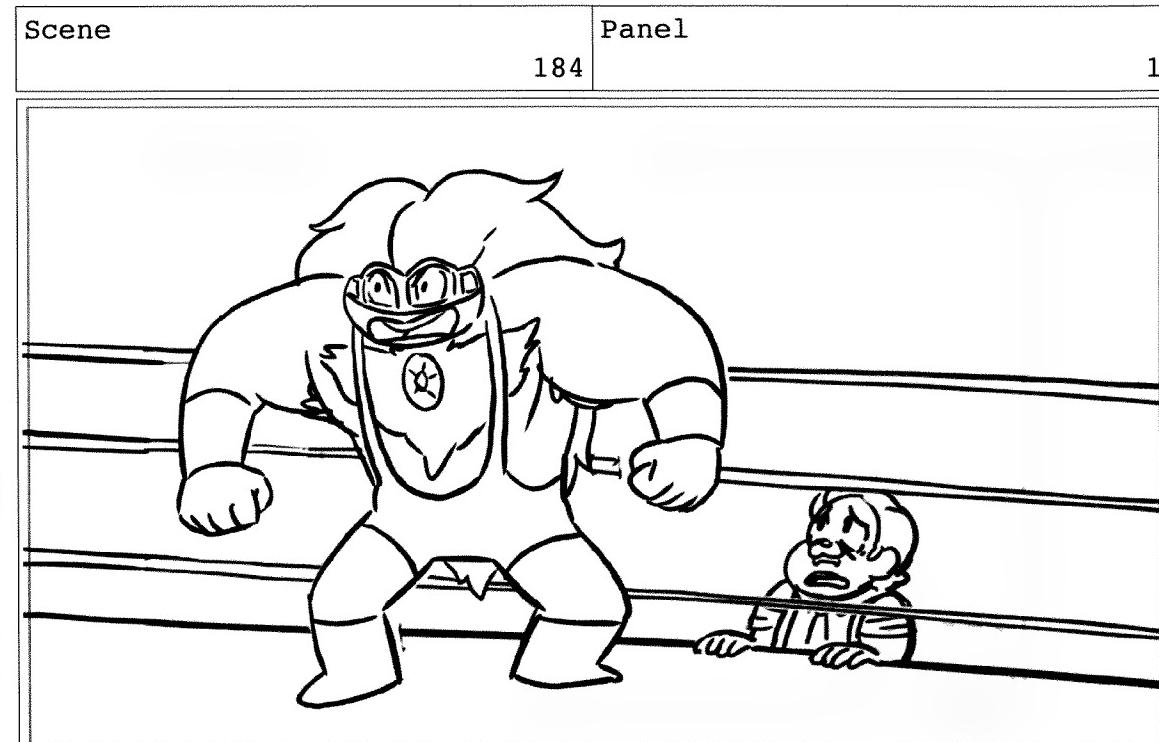


1020.011

Dialog PEARL: WHAT ARE WE DOING?!	Dialog PEARL: WHAT IS THIS?!
Action Notes H/U to previous	Action Notes Pearl unrolls the paper in her hand.
Slugging 2.03	Slugging 1.15
Notes H.U. Pearl to previous scene.	JUL 09 2013



1020.011

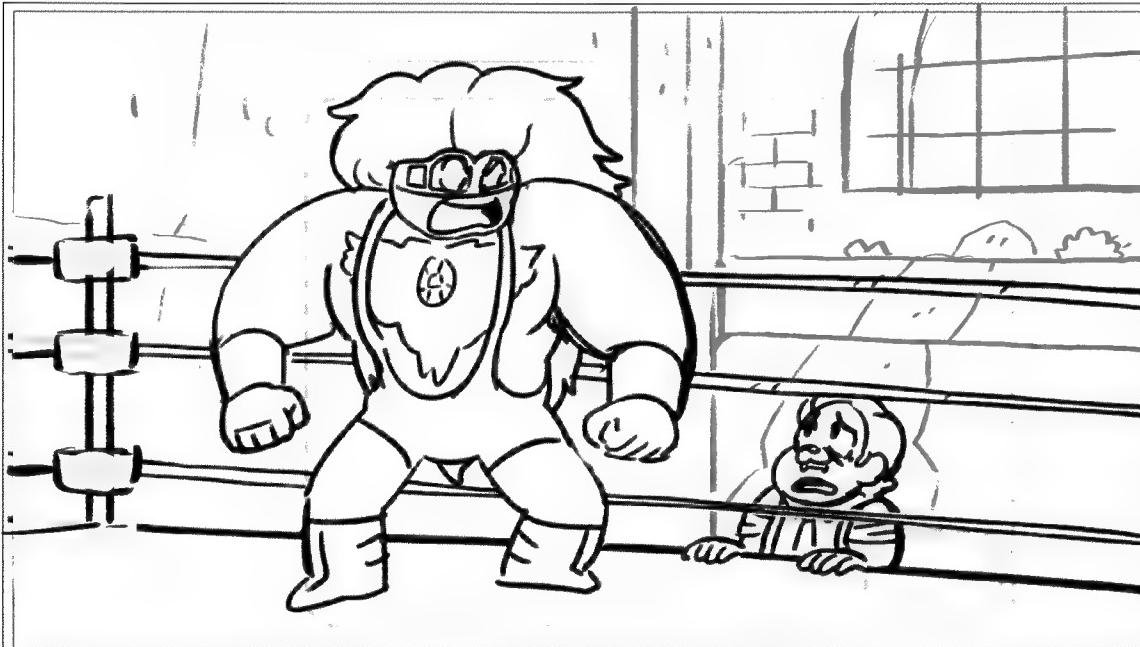


1020.011

1020.011

1020.011

Scene 184 Panel 2  
184 *CONT*



Scene 184 Panel 3  
184 *cont*



1020.011

Dialog

STEVEN (\*APOLOGETICALLY): I THOUGHT WE COULD USE SOME PROMOTION...

Action Notes

Steven sounds apologetic, NOT defensive.

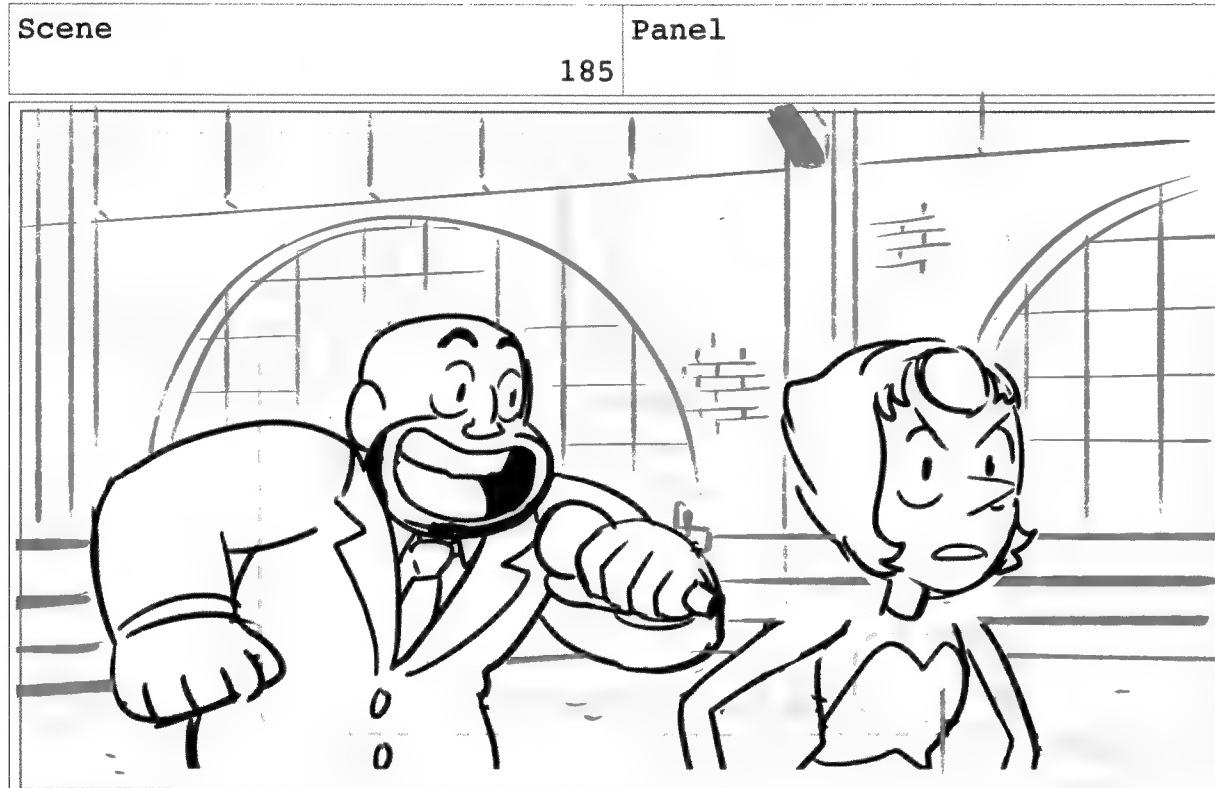
Slugging

3.15

JUL 09 2013

1020.011

1020.011



1020.011

Dialog  
MR. SMILEY: LOOKS LIKE WE HAVE SOME...

Slugging  
1.14

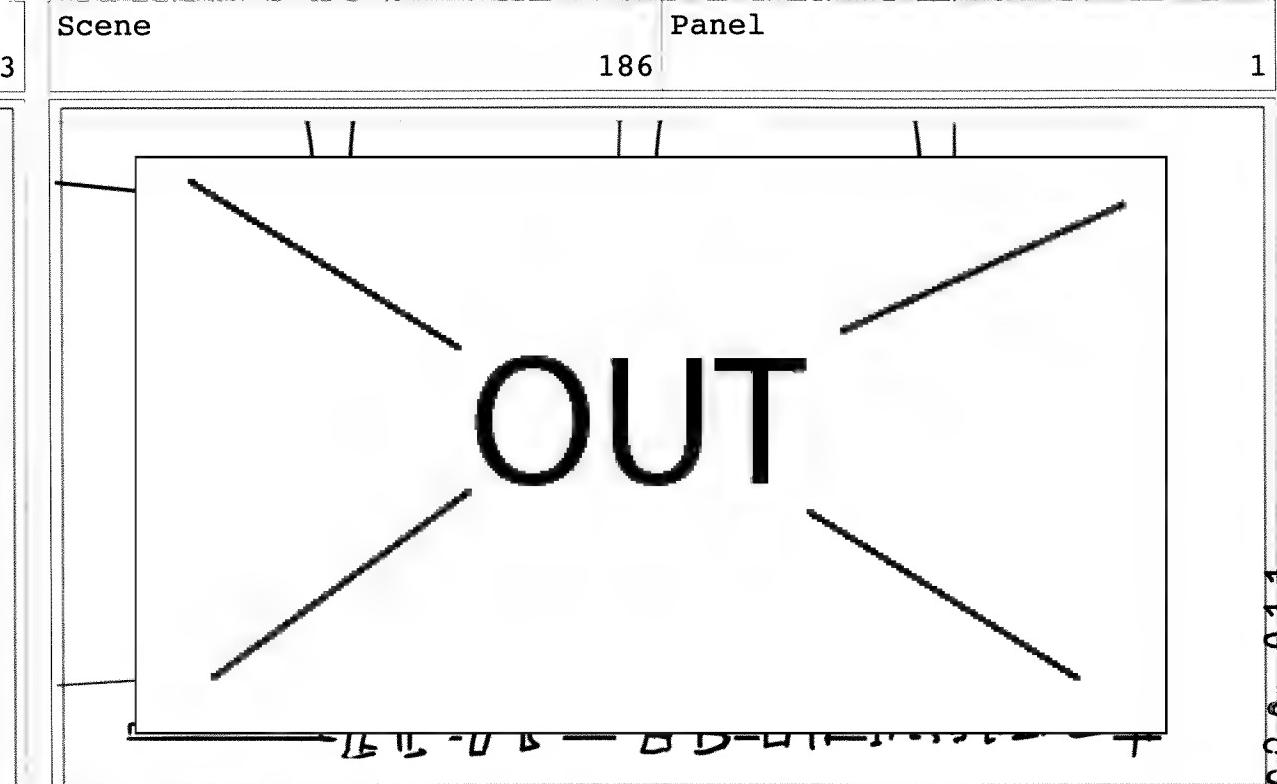
1020.011

Dialog  
MR. SMILEY: ... NEW OPPONENTS!

Action Notes  
Pearl turns in reaction to Mr Smiley.

Slugging  
1.10

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1020 . 011

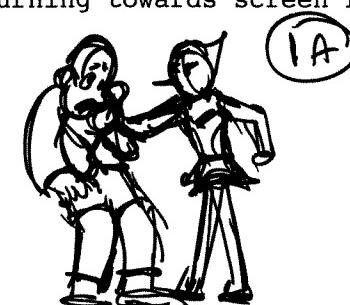
**Dialog**  
PEARL: NO YOU DON'T!

**Action Notes**  
Pearl shoves Mr. Smiley.

**Slugging**  
1.10

**Slugging**  
0.04

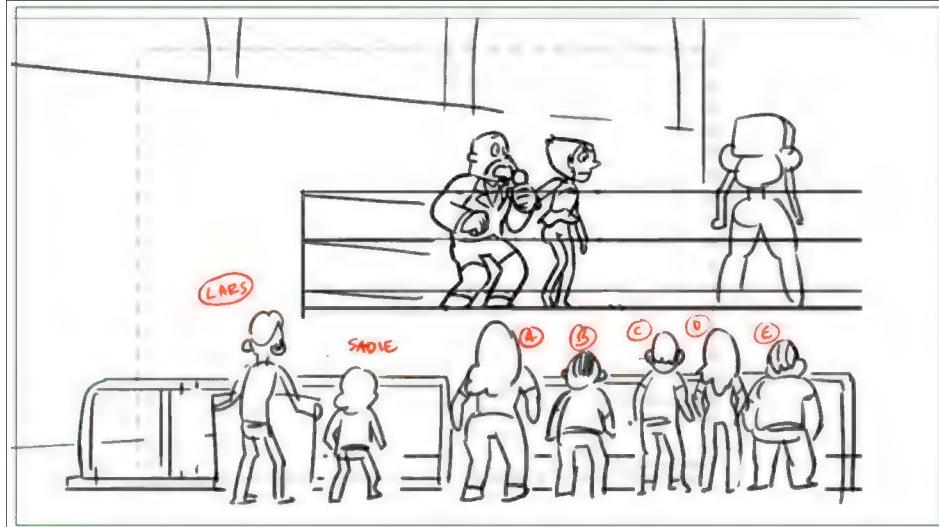
**Notes**  
H.U. Pearl to previous scene, facing/pushing Mr Smiley. Or in previous scene end it with Pearl turning towards screen right.



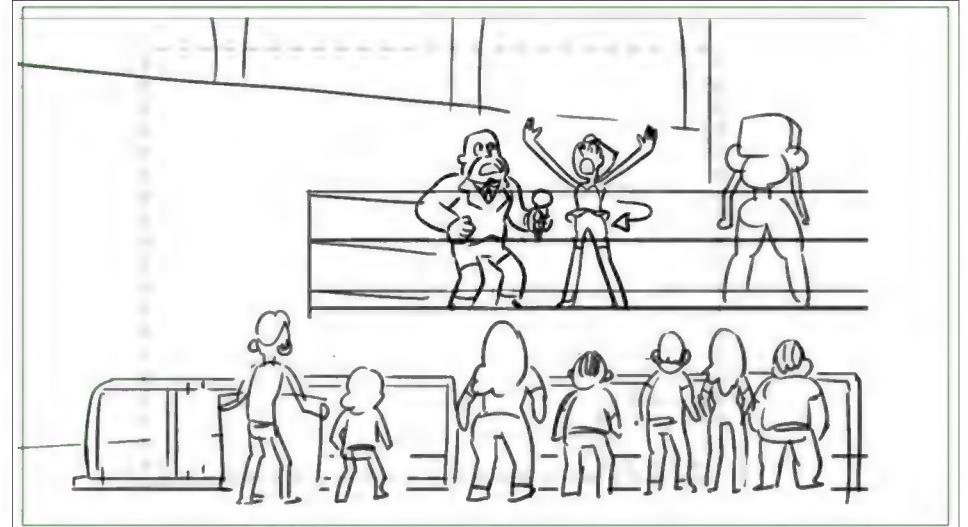
JUL 09 2013

1020 . 011

Scene	Duration	Panel	Duration
186	03:00	1	01:00



Scene	Duration	Panel	Duration
186	03:00	2	01:00



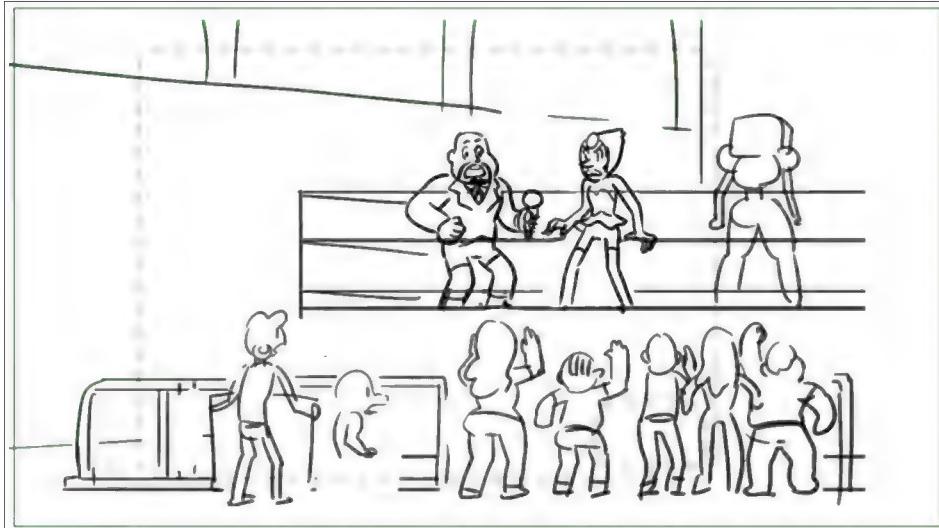
## Notes

H.U. Pearl to previous scene, facing/pushing Mr Smiley. Or in previous scene end it with Pearl turning towards screen right.

## Dialog

PEARL: THIS MATCH IS CANCELLED!

Scene	Duration	Panel	Duration
186	03:00	3	01:00



## Dialog

CROWD: <CONFUSED WALLA>

STEVEN (os): WHAT! ?

## Action Notes

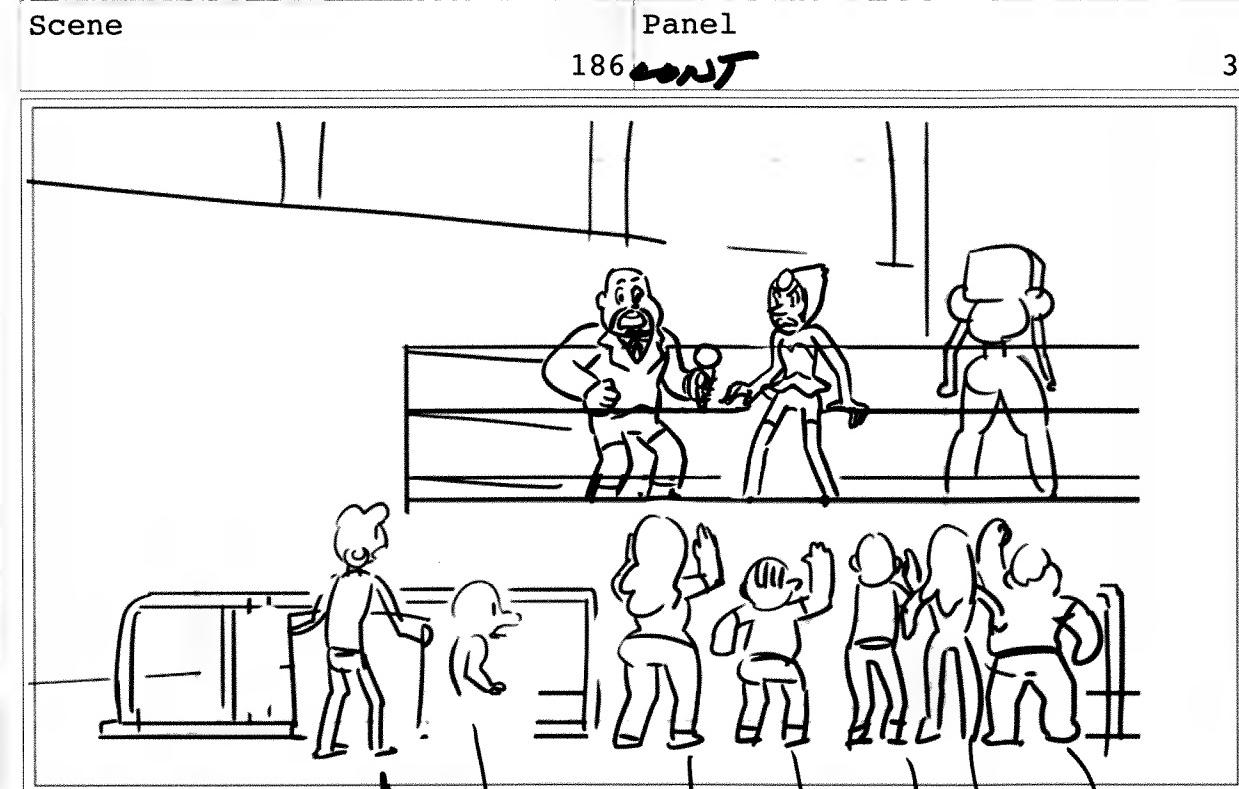
Crowd reacts to Pearl.

Pearl reacts to crowd.



Dialog  
PEARL: THIS MATCH IS CANCELLED!

Slugging  
2.09



Dialog  
CROWD: <CONFUSED WALLA>

STEVEN (os): WHAT?!

Action Notes  
Crowd reacts to Pearl.

Pearl reacts to crowd.

Slugging  
2.08

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Dialog  
STEVEN: WHY?!

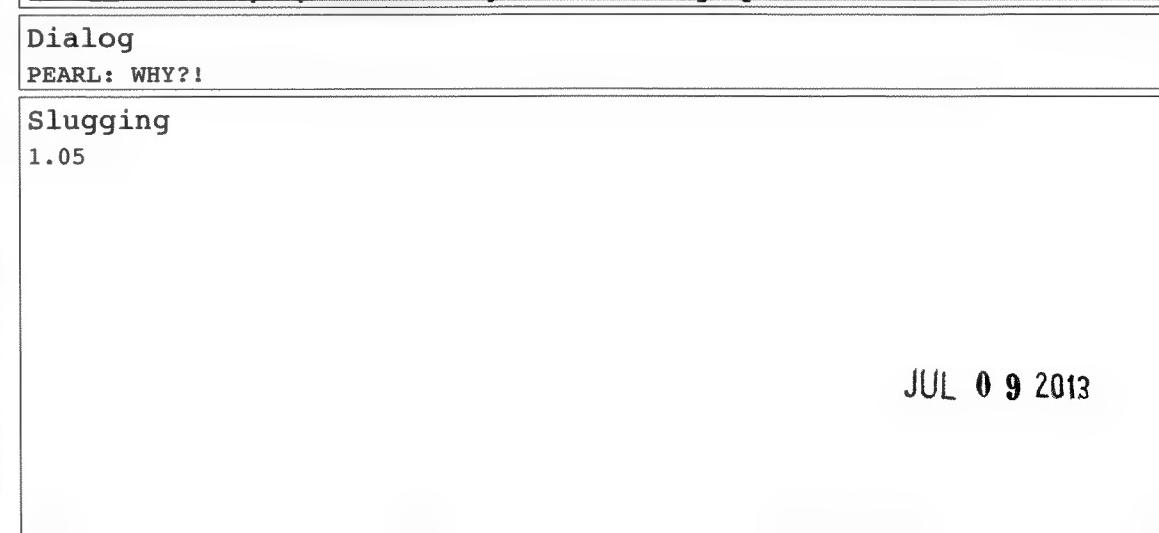
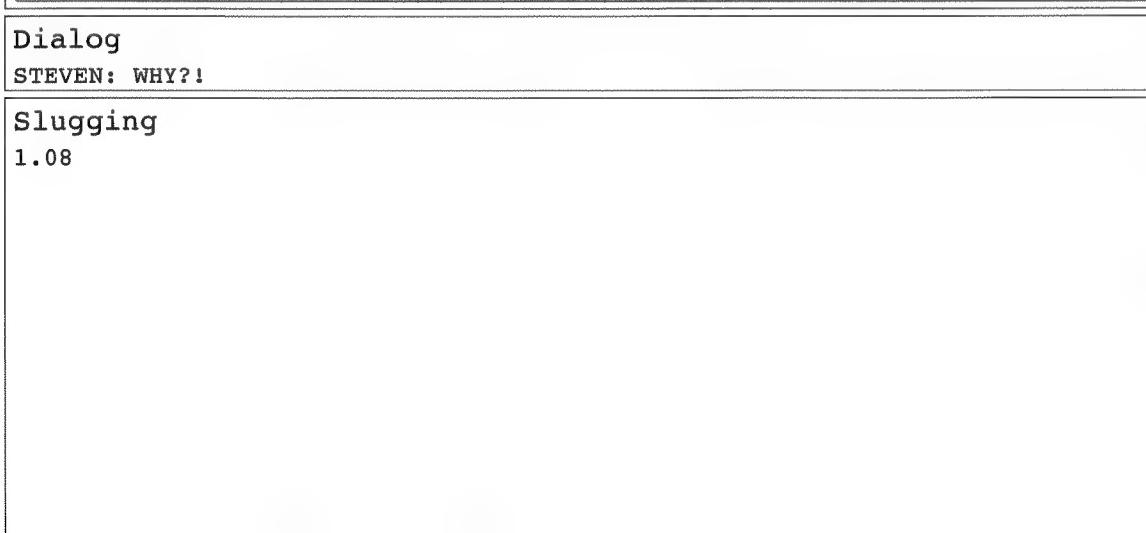
Slugging  
1.08



Dialog  
PEARL: WHY?!

Slugging  
1.05

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1020.011



Dialog  
PEARL: I CAN'T BELIEVE YOU'VE BEEN SNEAKING OFF TO THIS...

Slugging  
3.08



Dialog  
PEARL: THIS... CIRCUS OF VIOLENCE!

Slugging  
4.07

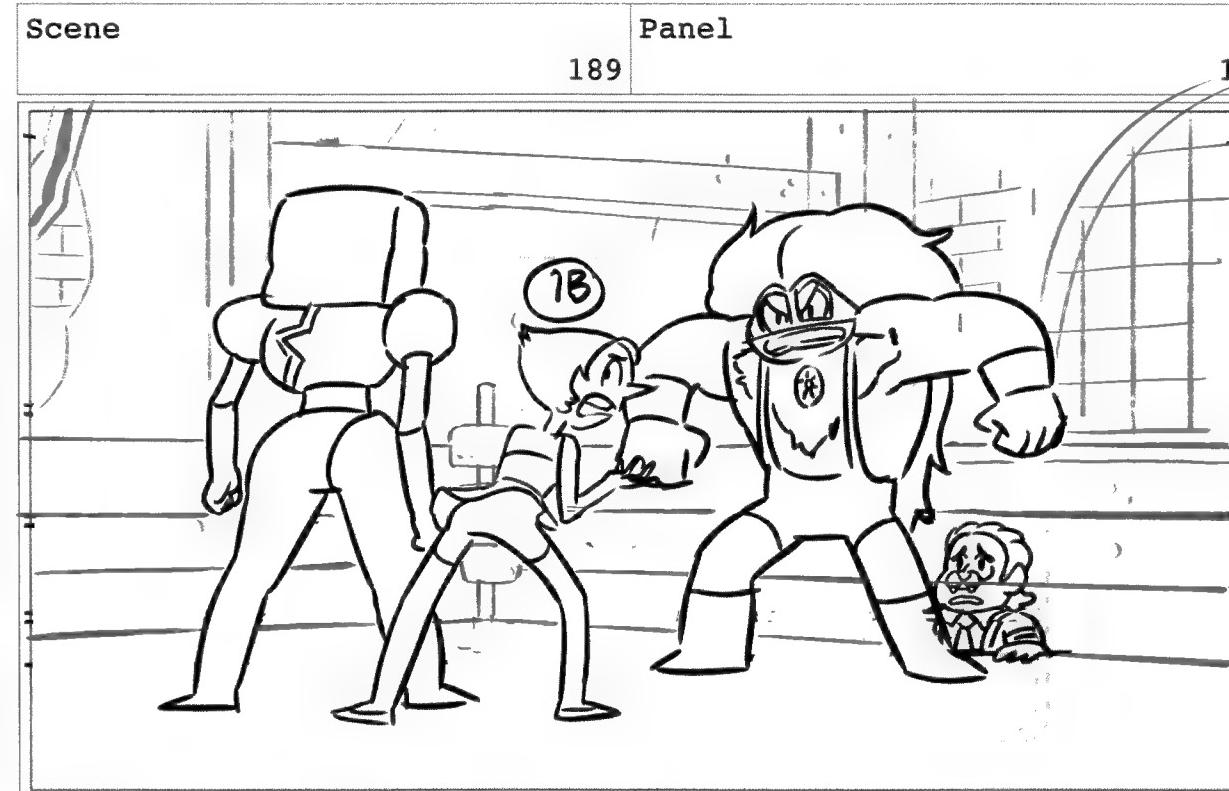
JUL 09 201



Dialog  
PEARL: AND YOU!

Action Notes  
Pearl points towards Amethyst.

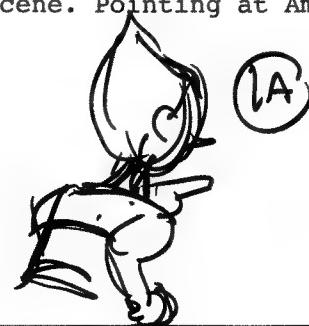
Slugging  
2.01



Dialog  
PEARL: USING YOUR GEM POWERS ON HUMANS?!

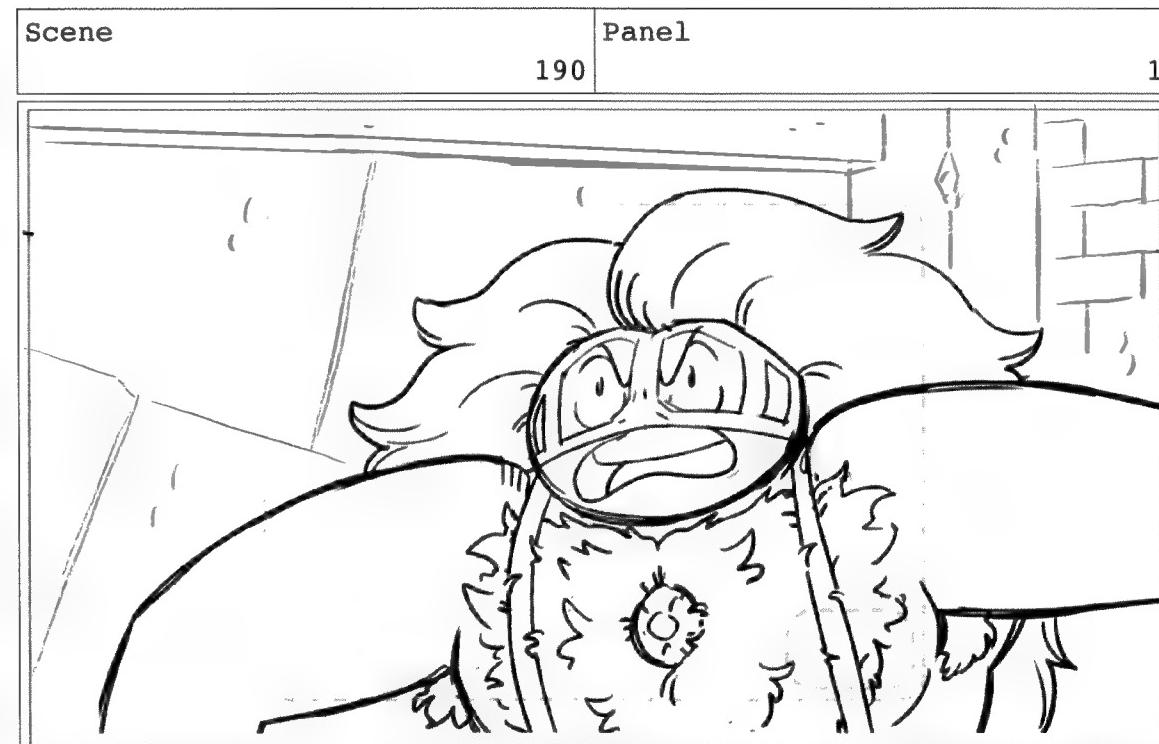
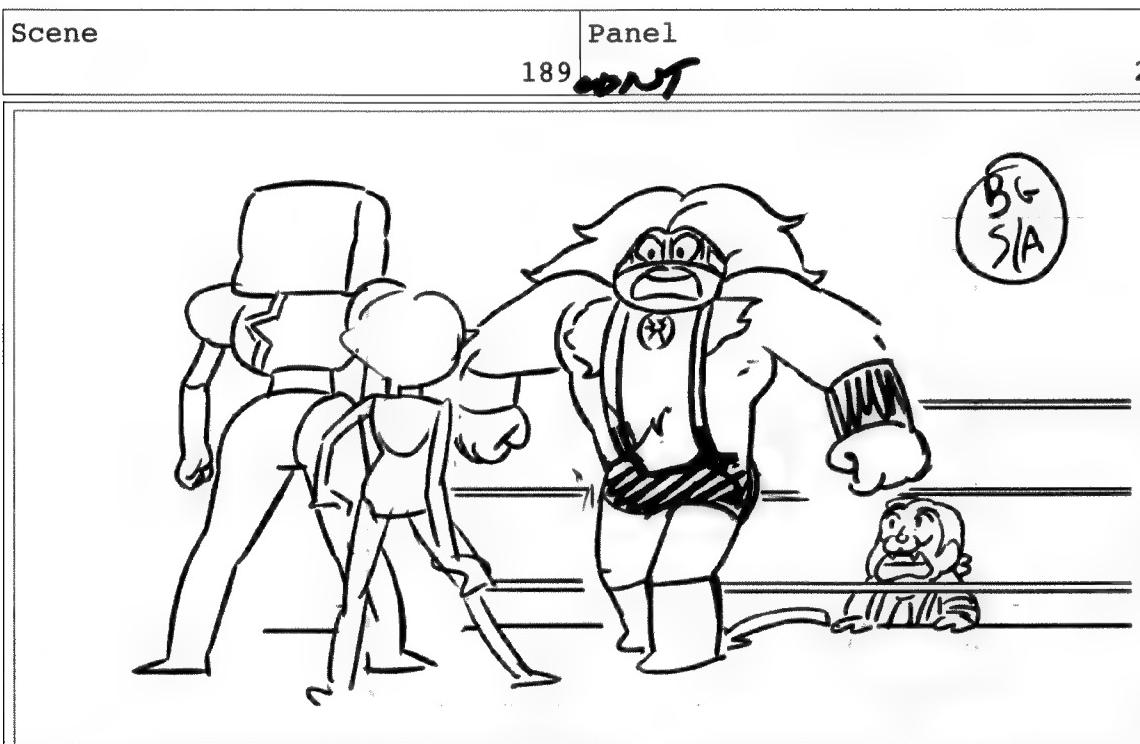
Slugging  
3.13

Notes  
Need H.U. pose for Pearl to previous scene. Pointing at Amethyst.



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1020.011



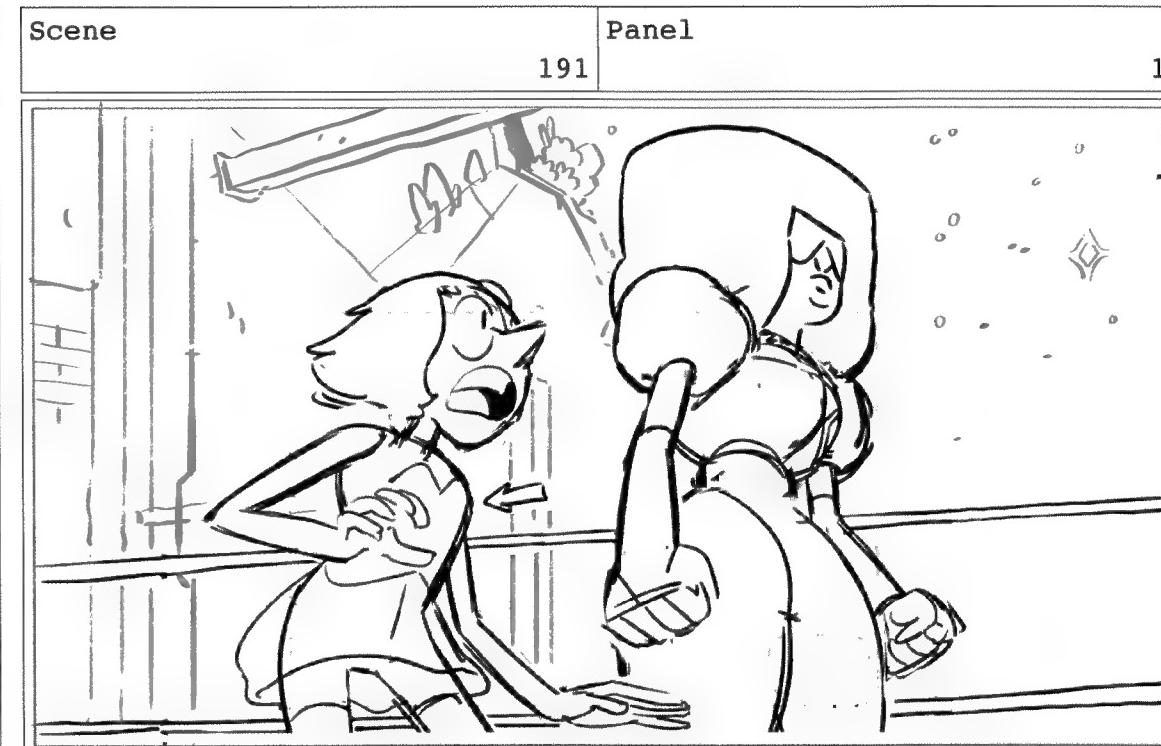
Dialog  
AMETHYST: IT'S NOT ENOUGH...

Slugging  
1.13

Dialog  
AMETHYST: ...THAT YOU'RE ON MY CASE ALL THE TIME,

Slugging  
1.10

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Dialog

AMETHYST: YOU HAVE TO RUIN THIS FOR ME TOO?!

Slugging

3.00

Dialog

PEARL: WE'RE NOT HERE TO FIGHT!

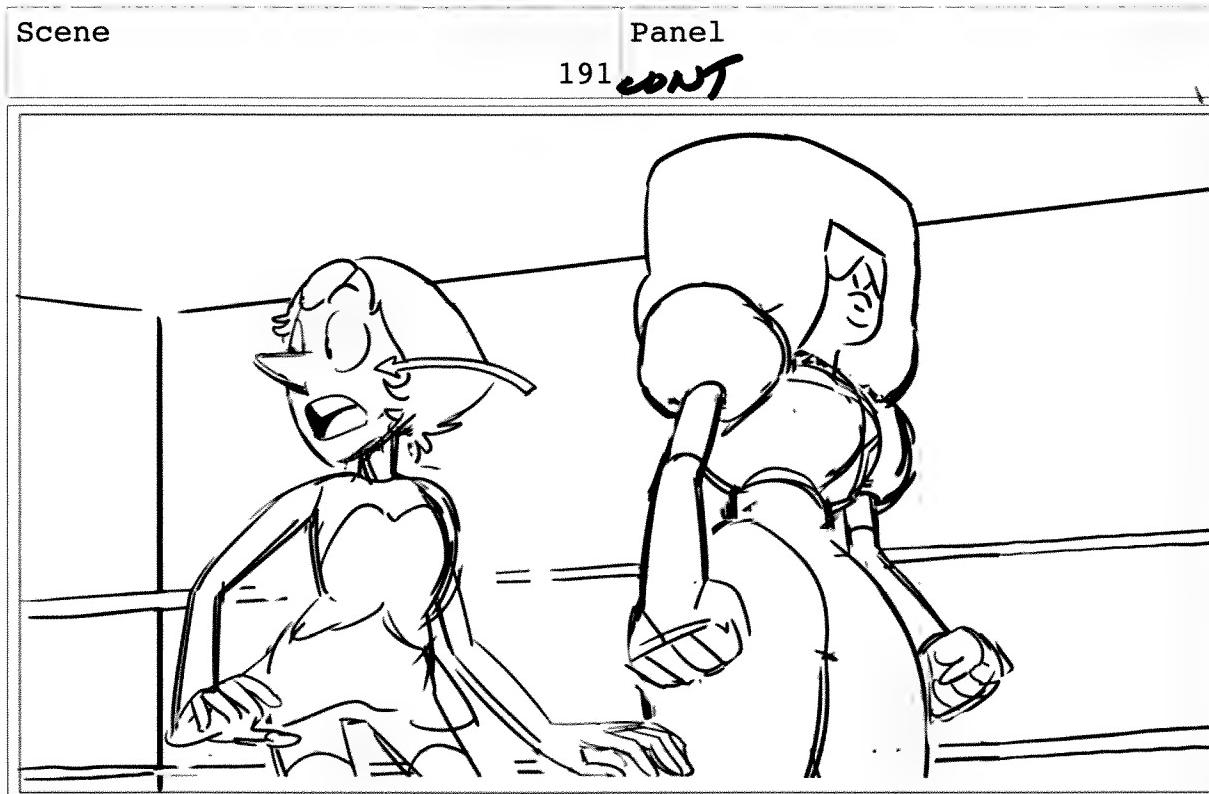
Action Notes

Pearl backs up.

Slugging

2.06

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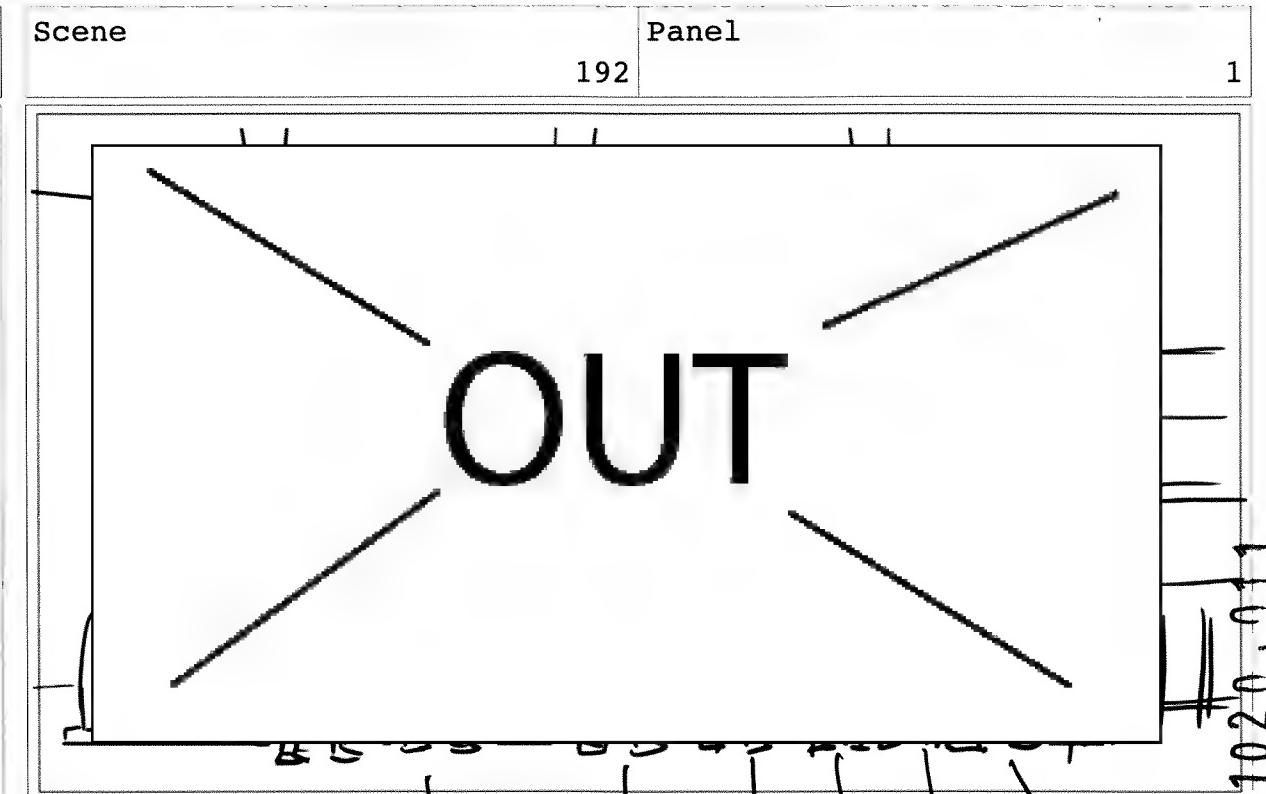


1020 . 011

Dialog  
CROWD (\*CHANTING): FIGHT FIGHT FIGHT!

Action Notes  
Pearl turns in reaction to crowd chanting.

Slugging  
0.11



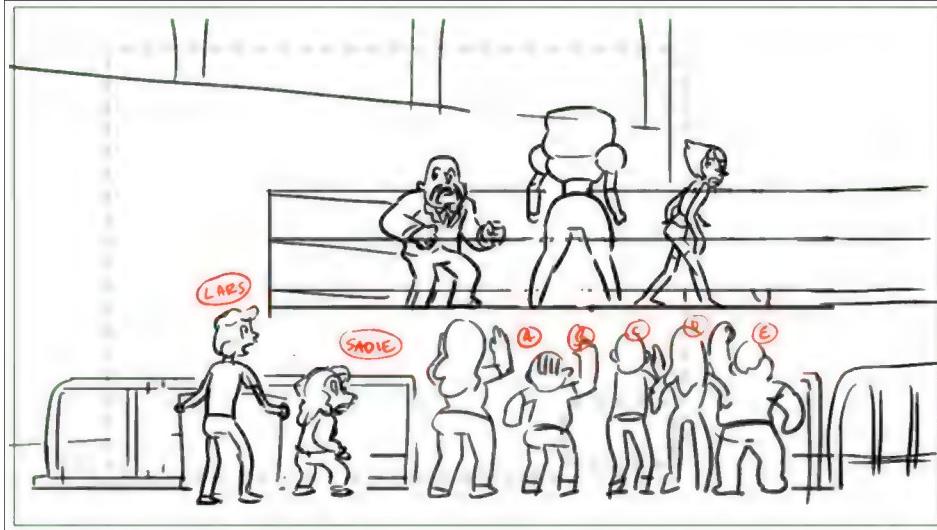
Slugging  
2.00

1 2 3 4 5 6 7

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1020 . 011

Scene	Duration	Panel	Duration
192	01:00	1	01:00



## Notes

Need H.U. to previous scene.

Pearl turns towards crowd.

Or in previous scene have  
pearl turn her whole body to  
face the crowd.

Garnet might be too far  
forward.

Scene	Panel
193	1



1020.011

Dialog  
GARNET: STEVEN, AMETHYST...

Slugging  
2.10

Notes  
BOARD REVISION - JUST A SHOT OF GARNET.

Scene	Panel
194	1



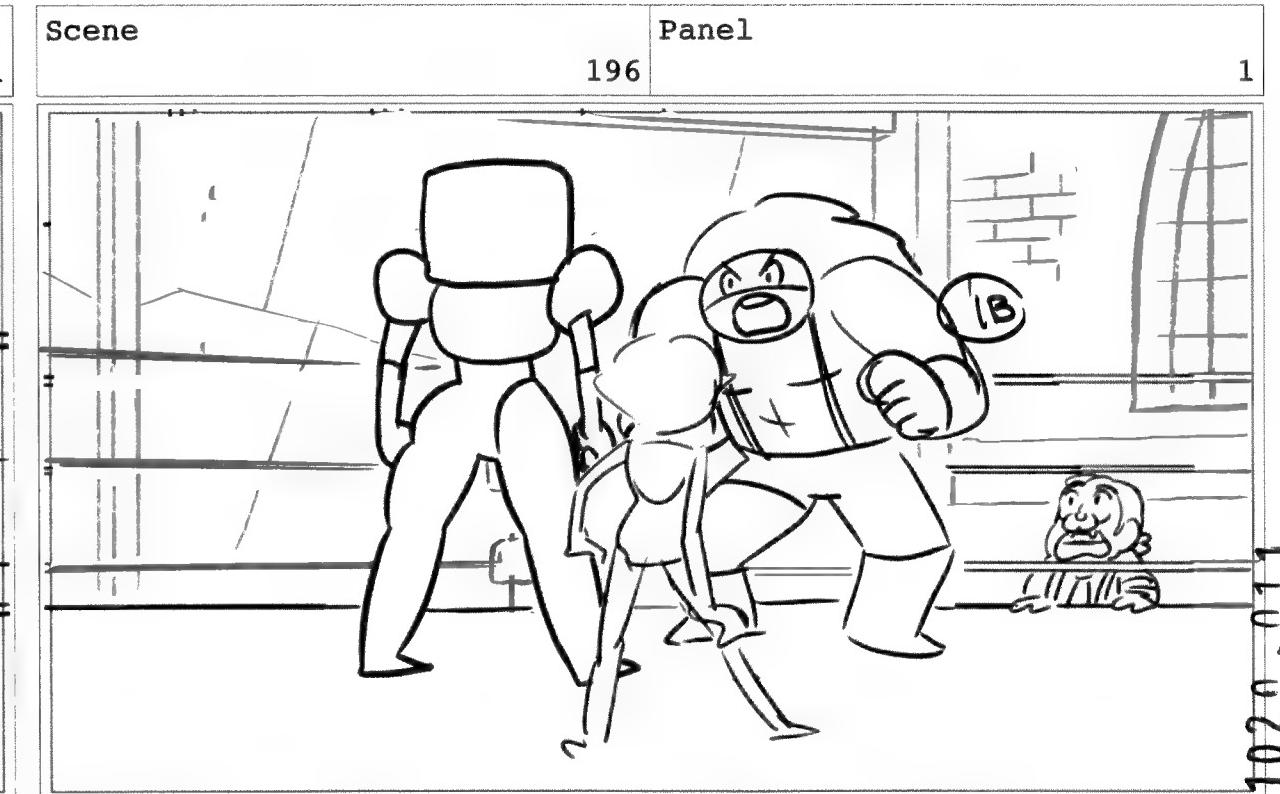
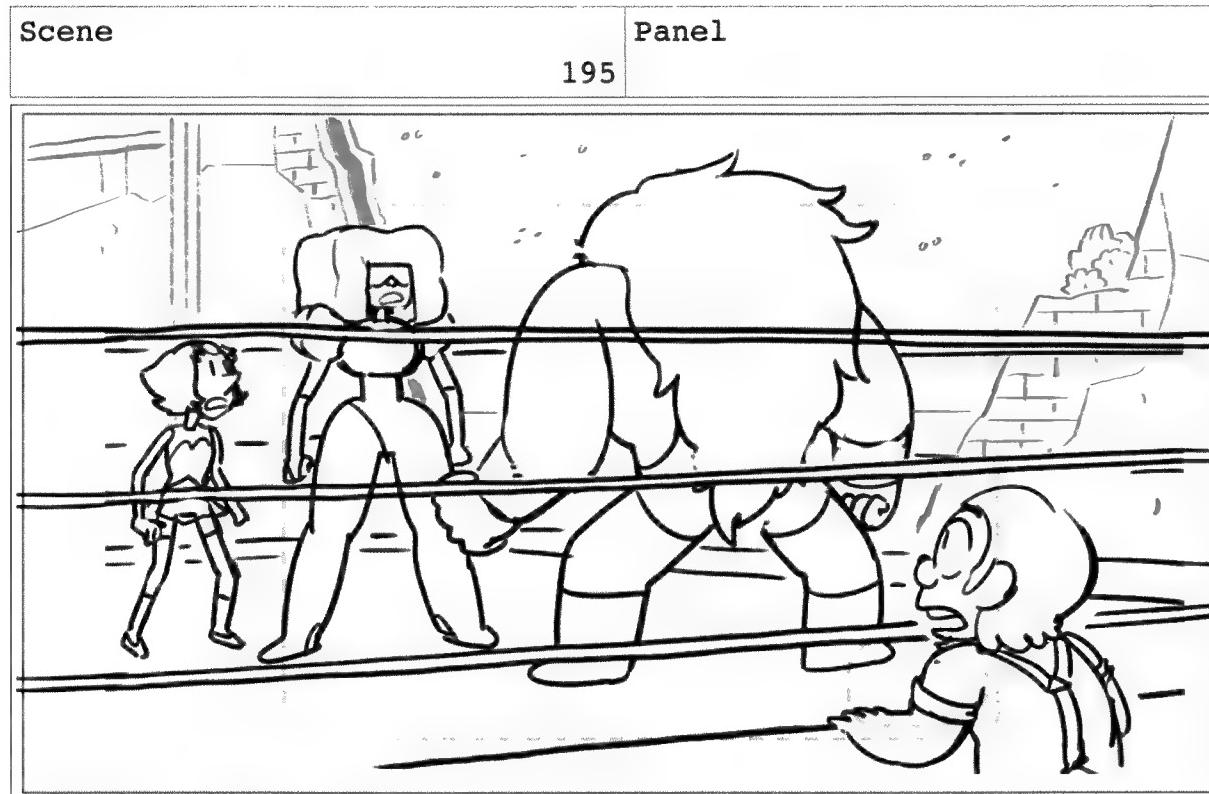
Dialog  
AMETHYST: WHAT?!

Slugging  
1.06

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1020.011



1020.011

Dialog  
GARNET: GO BACK TO THE TEMPLE.

Slugging  
2.09

Slugging  
1.06

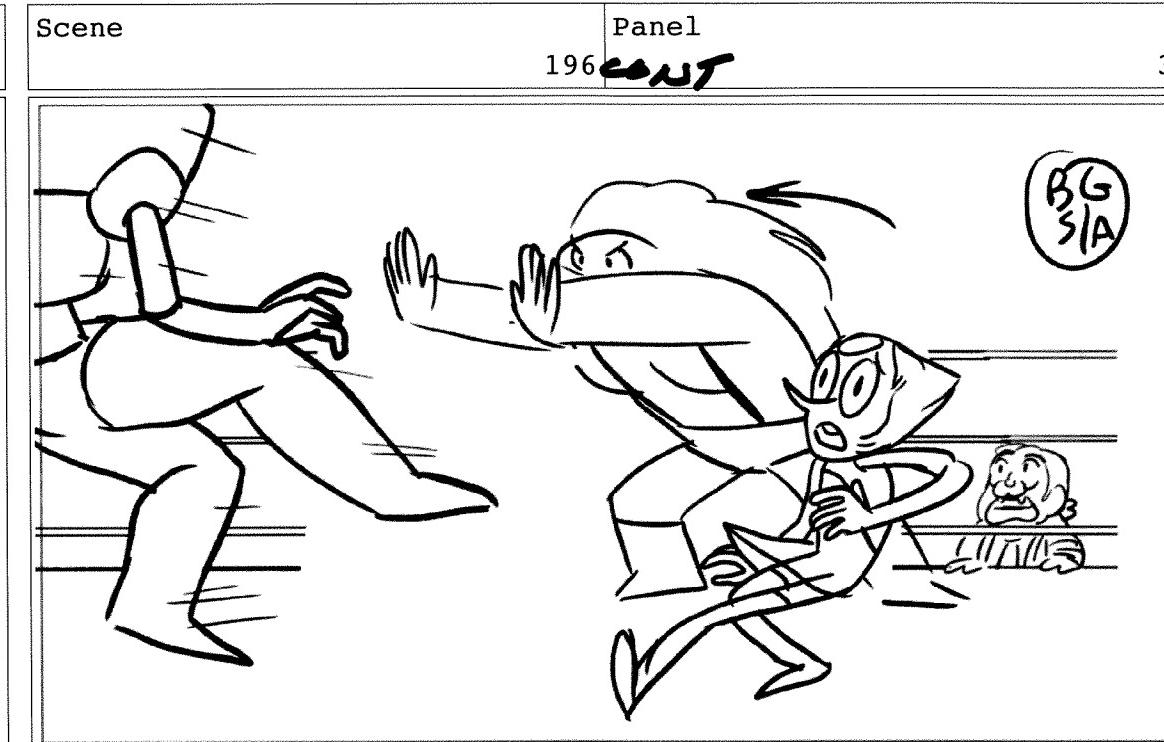
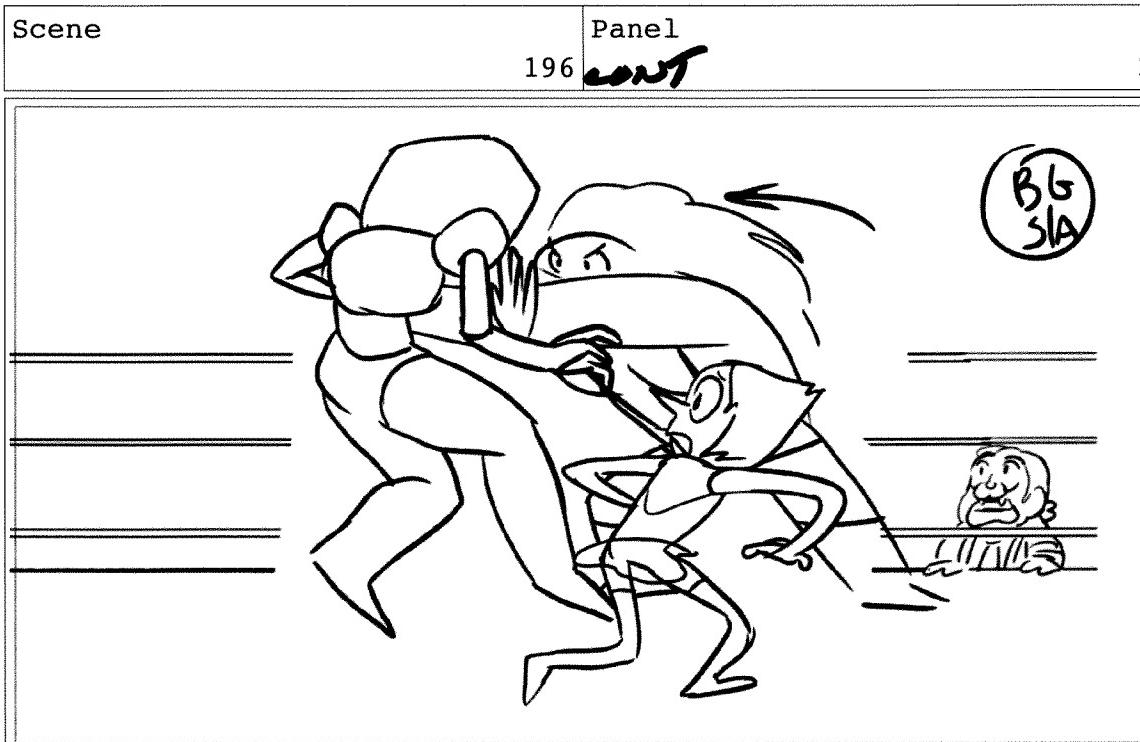
Notes  
H.U. Amethyst to previous scene, arms down.  
H.U. Pearl to previous scene, looking at Garnet.

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1020.011



Action Notes  
Amethyst pushes Garnet, Pearl dodges out of the way.

Slugging  
0.03

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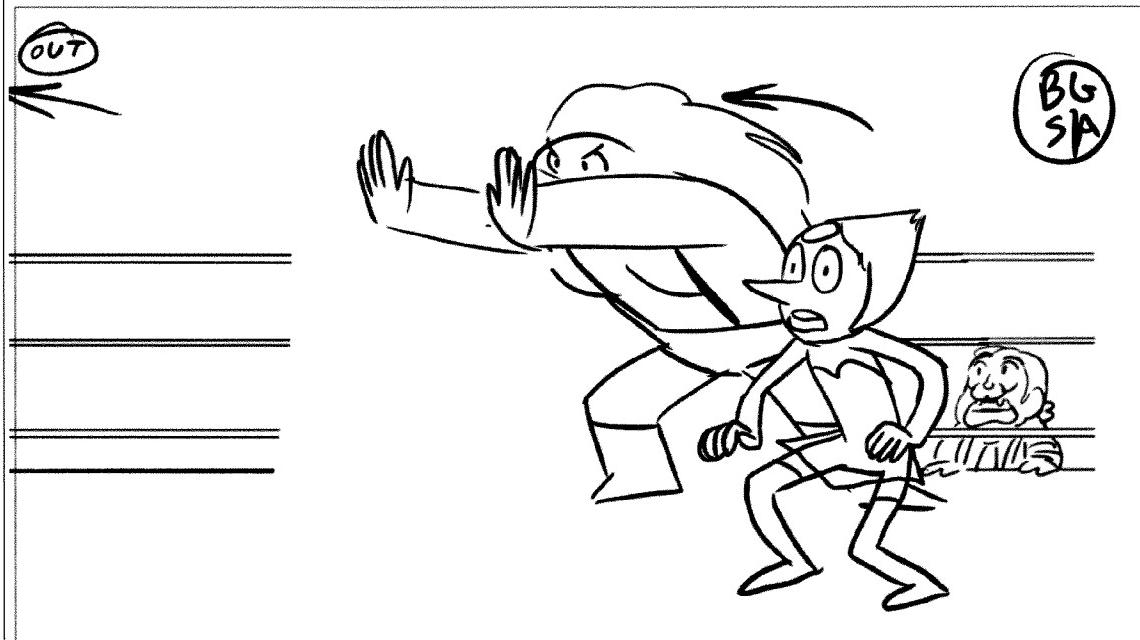
1020.011

1020.011

1020.011

Scene 196 Panel 4

196 *CONT*

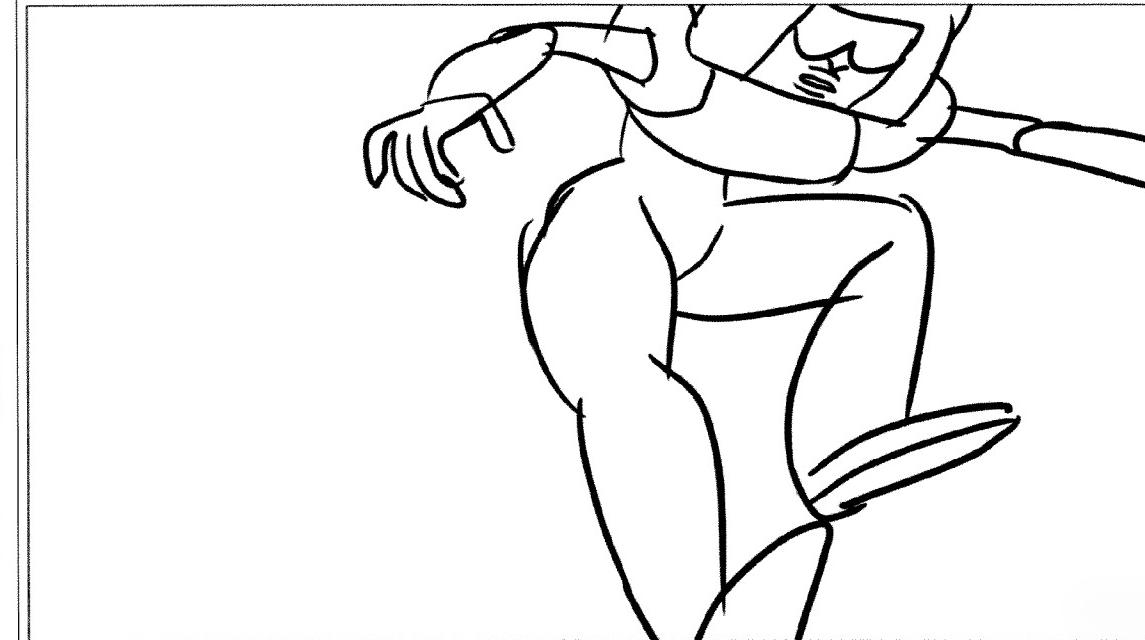


Action Notes  
Garnet OUT screen left.

Slugging  
0.06

Scene 197 Panel 1

197



Action Notes  
Garnet IN screen right.

Slugging  
0.02

JUL 09 2013

1020.011

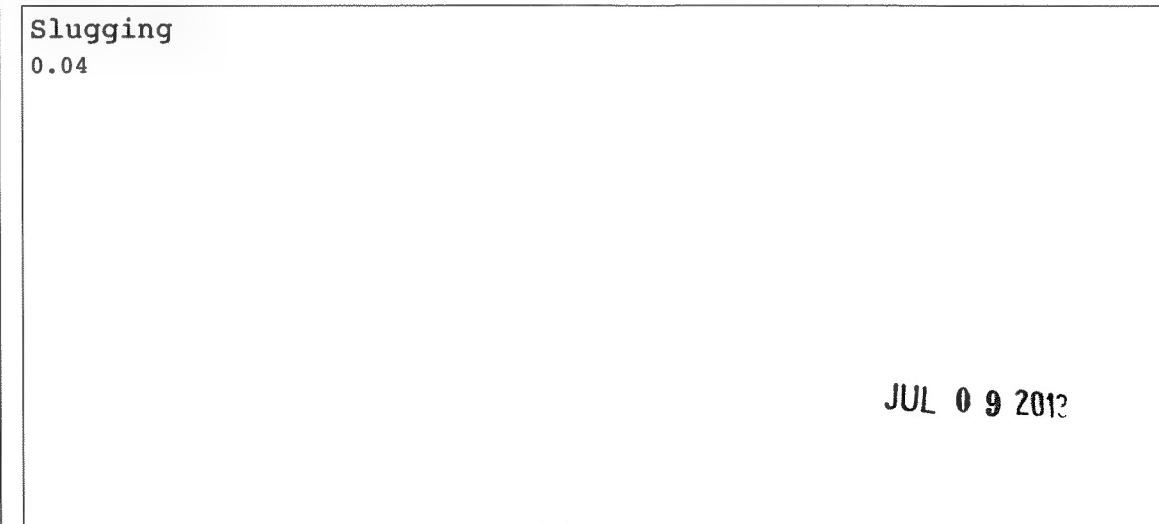
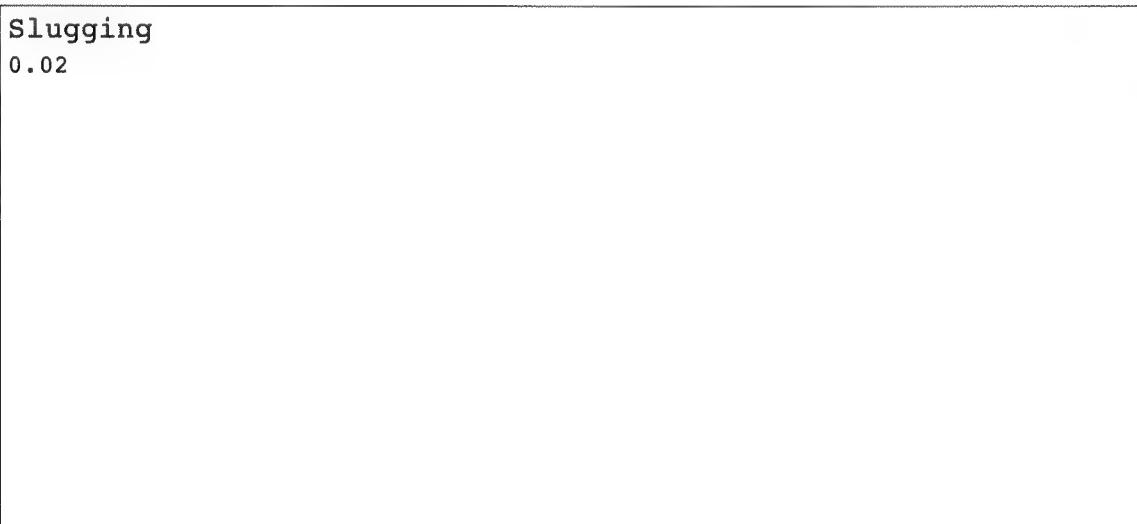
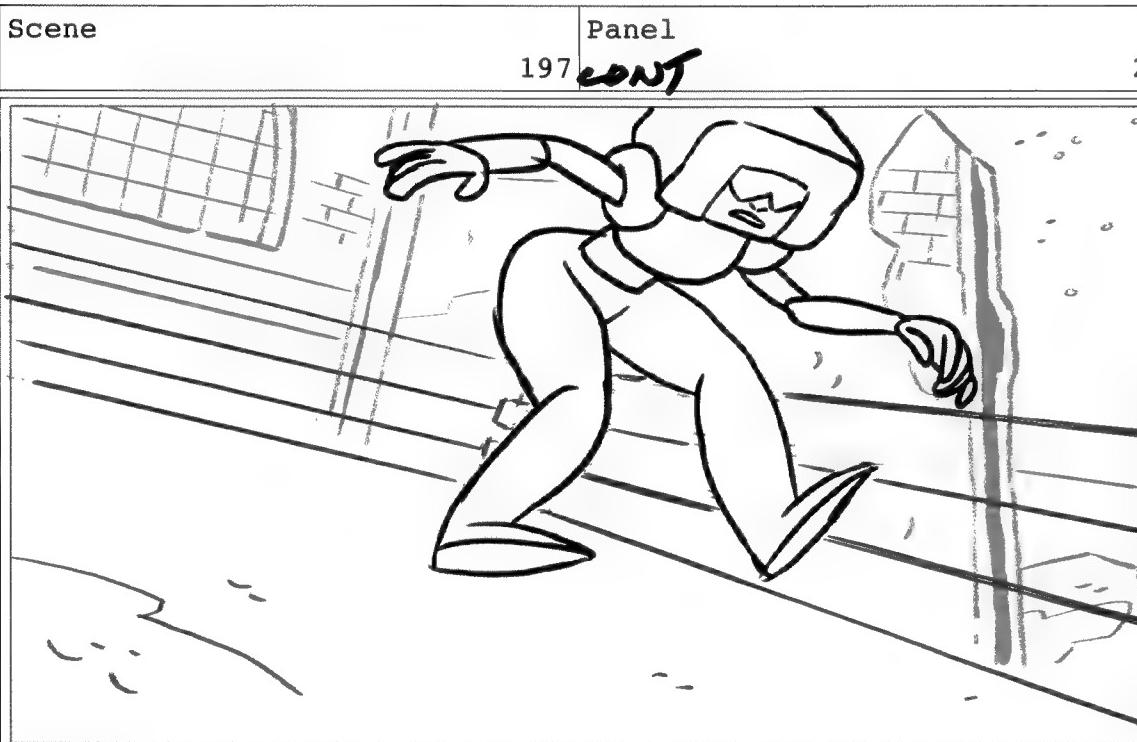
1020.011

1020.011



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1020.011

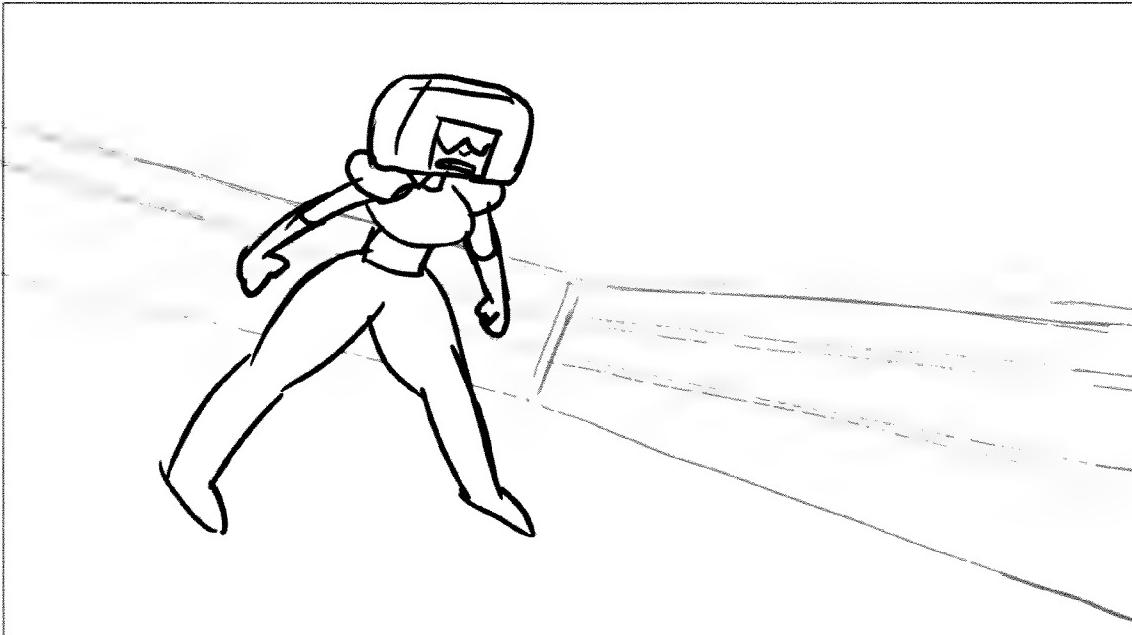
1020.011

1020.011



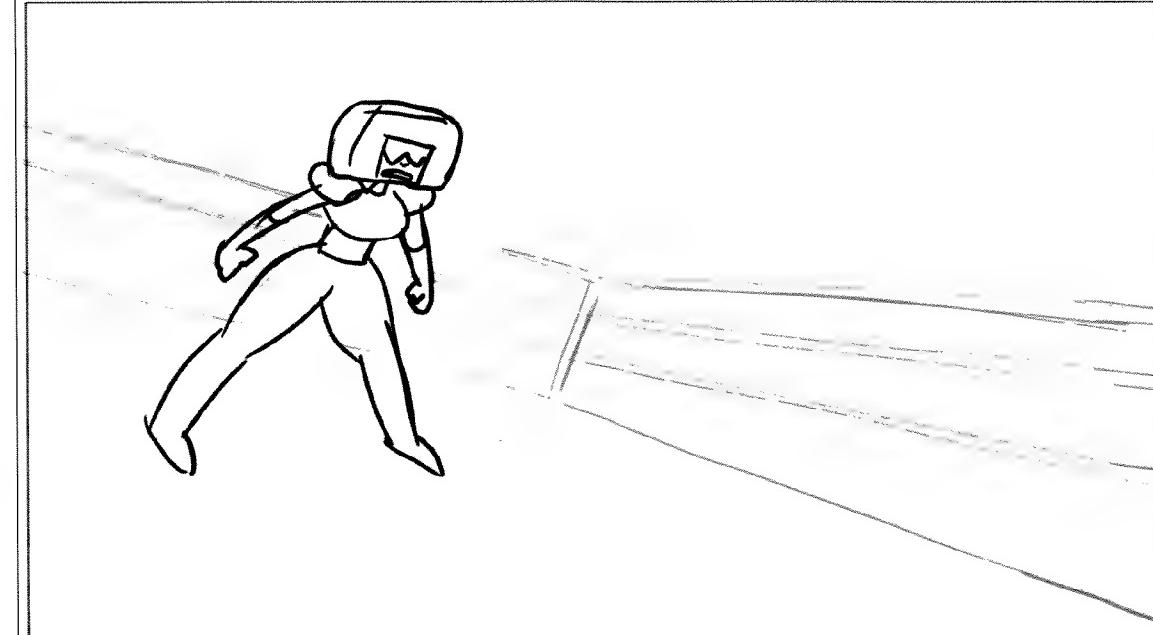
Scene 197 Panel 4

197 ~~CONT~~



Scene 197 Panel 5

197 ~~CONT~~



1020 . 011

Action Notes

Garnet lands and slides back to a stop.

Slugging

0.05

Slugging

0.09

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1020 . 011

1020 . 011

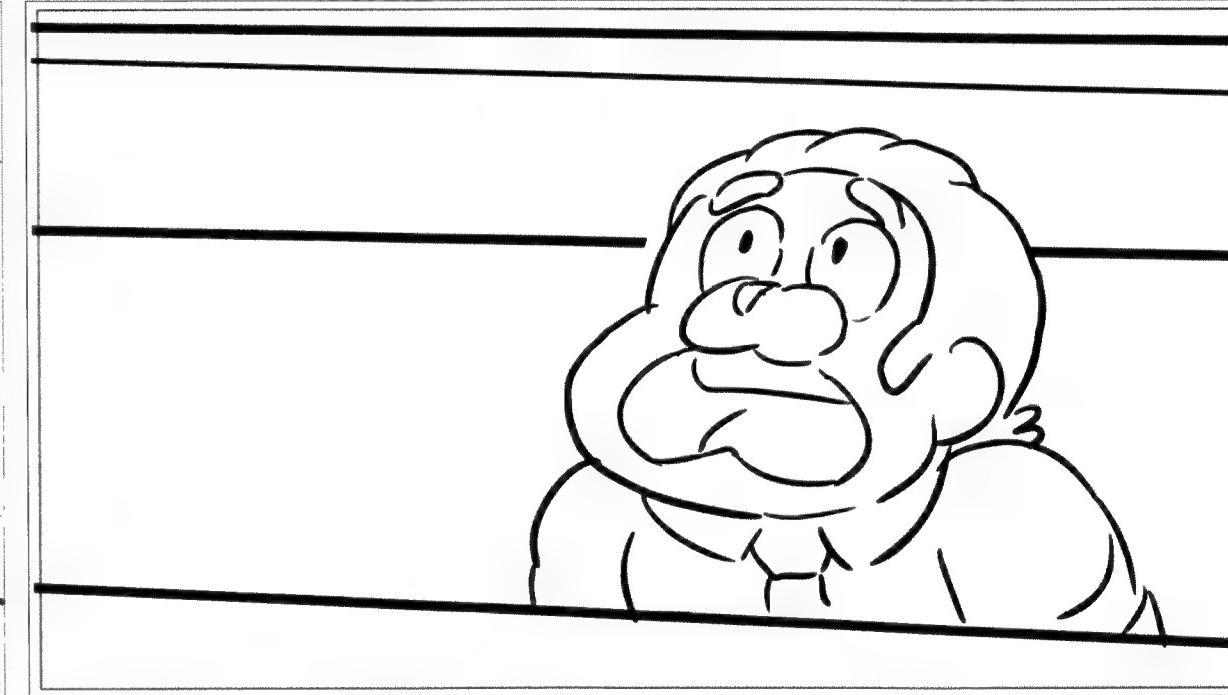
Scene 198 Panel 1



Slugging  
0.15



Scene 199 Panel 1



Dialog  
STEVEN: GASP!

Slugging  
1.00

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1020 : 011

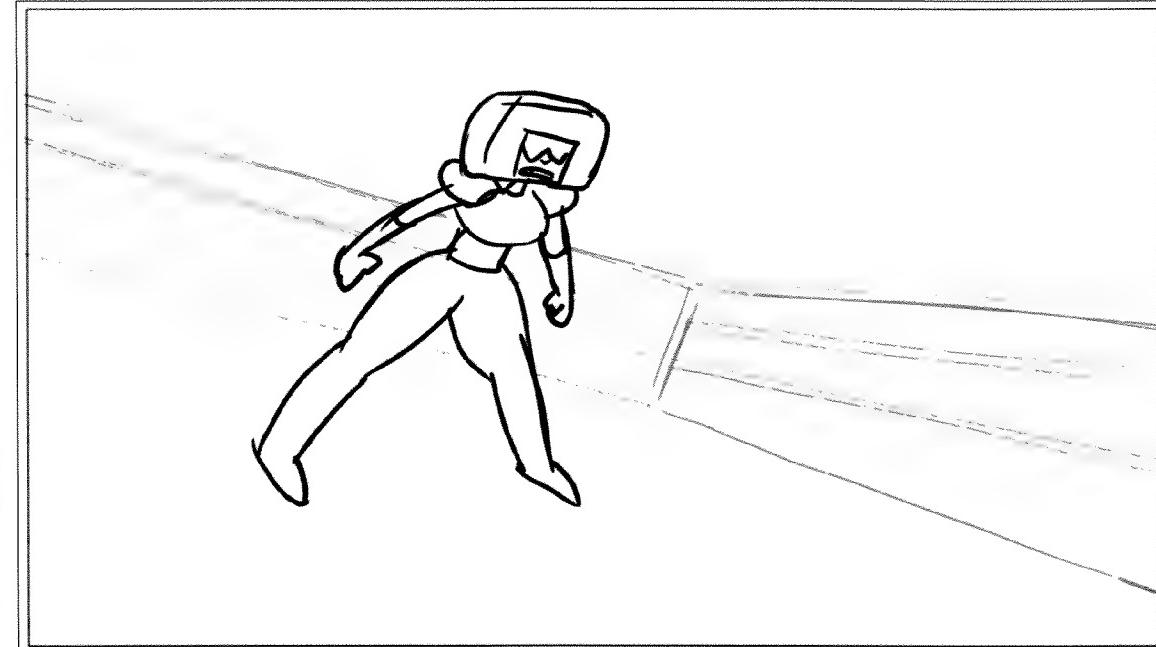
Scene 200	Panel 1
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1020 . 011

Slugging  
1.02

Scene 201	Panel 1
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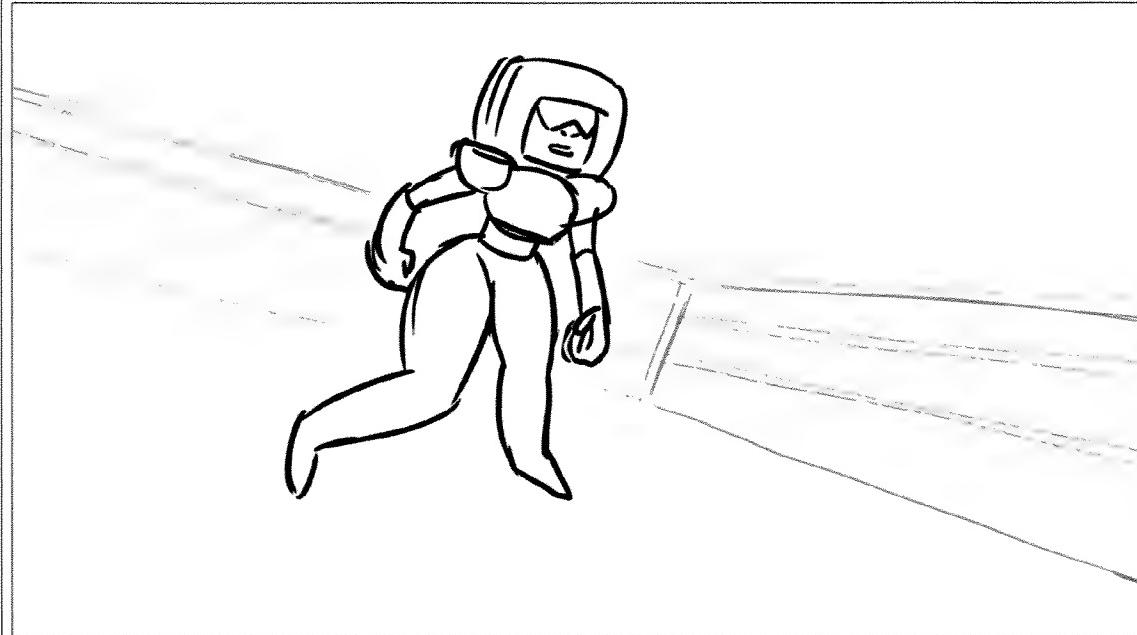
JUL 09 2013

Slugging  
0.14

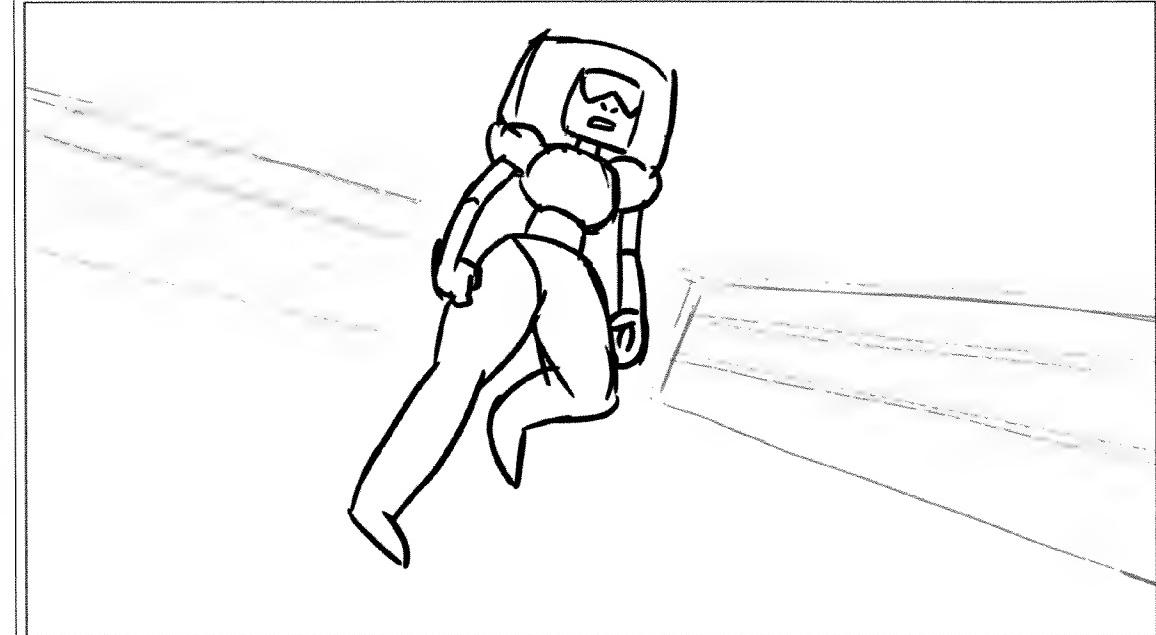
1020 . 011

1020 . 011

Scene 201 Panel 2  
*cont*



Scene 201 Panel 3  
*cont*



1020 . 011

Dialog  
GARNET: DON'T DO THIS.

Slugging  
0.09

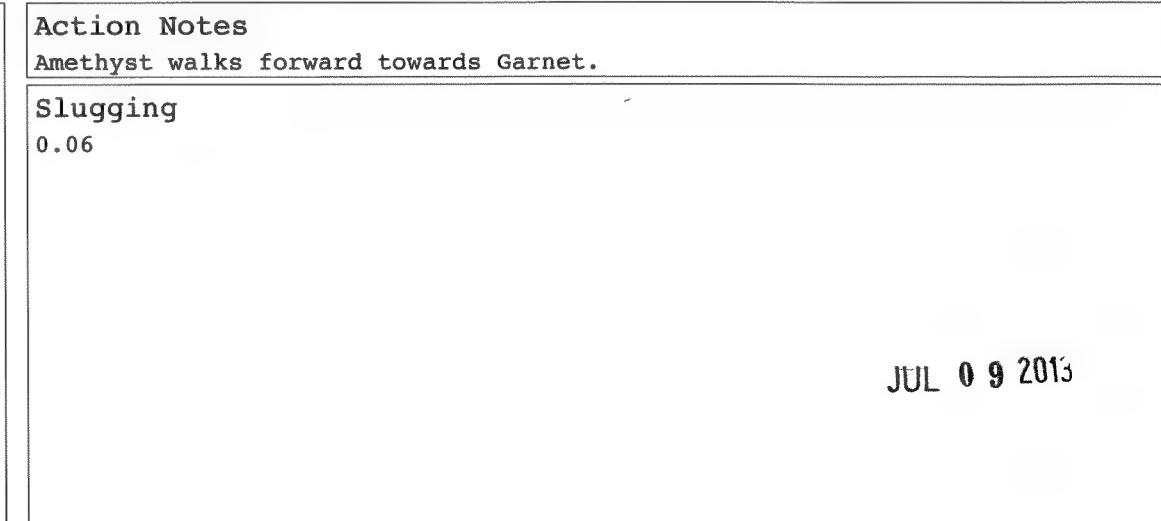
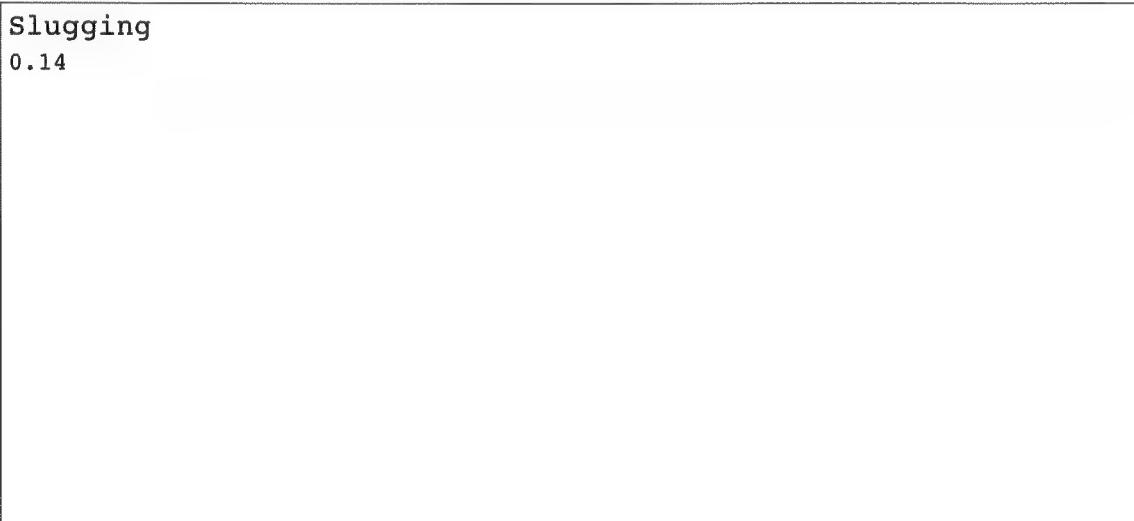
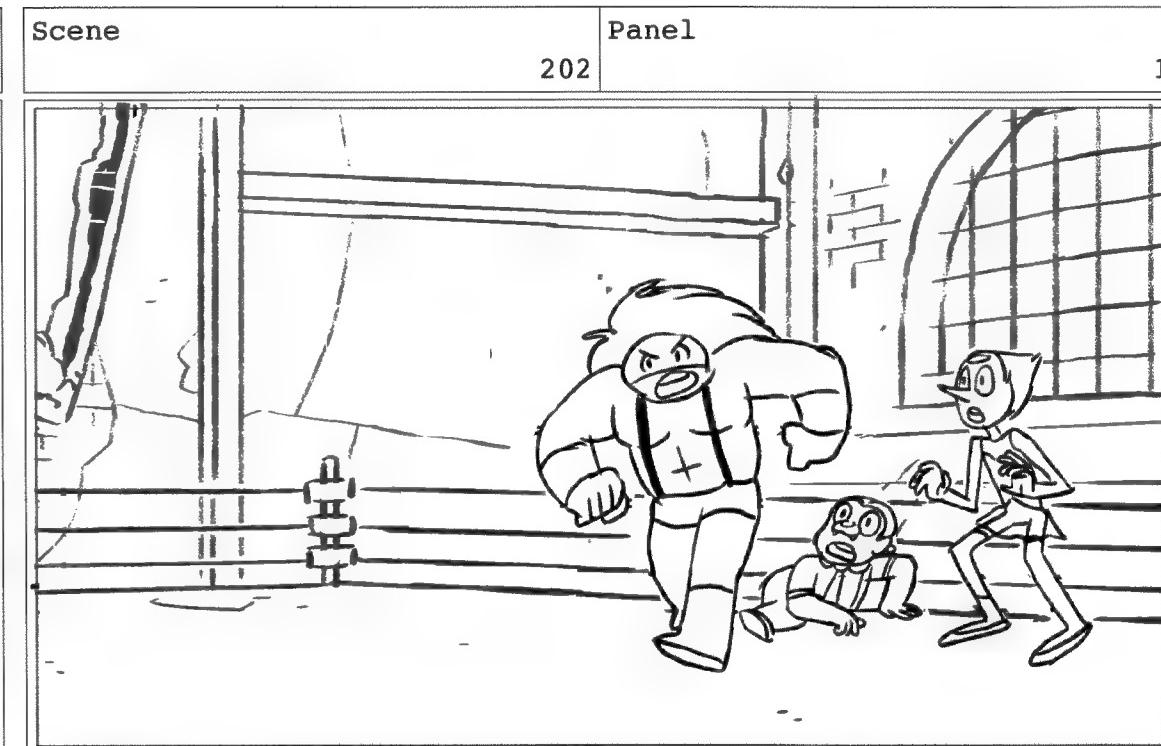
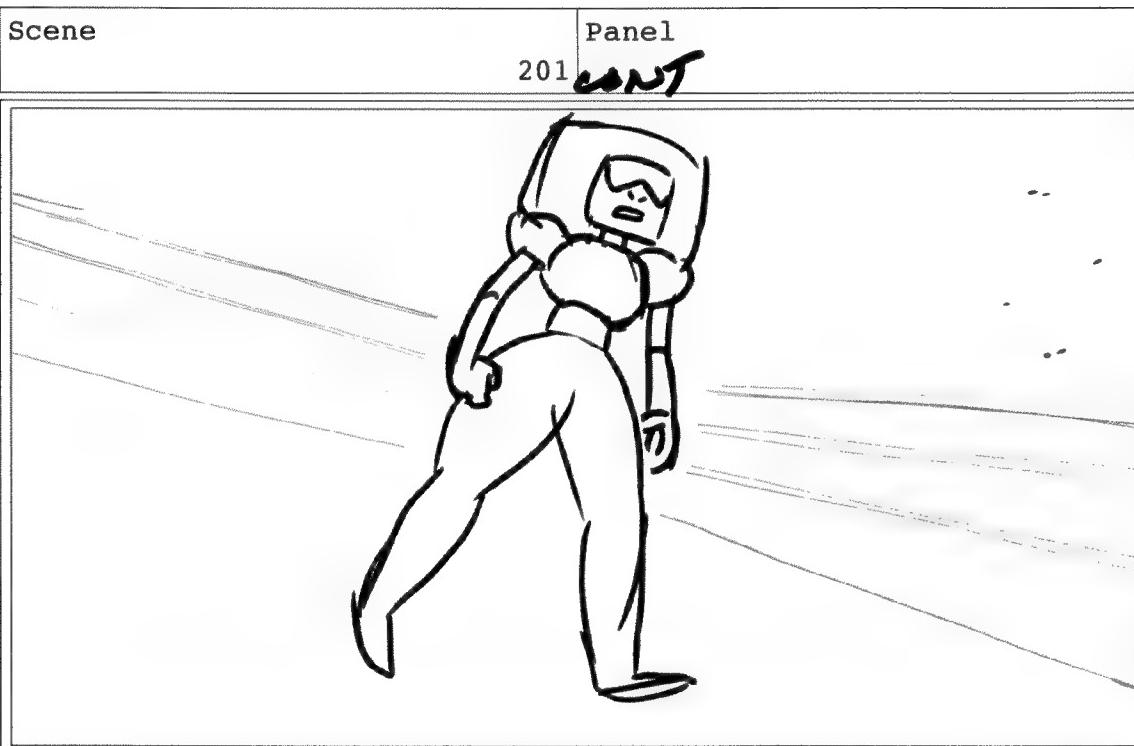
Action Notes  
Garnet walks forward towards Amethyst O/S

Slugging  
1.00

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1020 . 011

1020 . 011

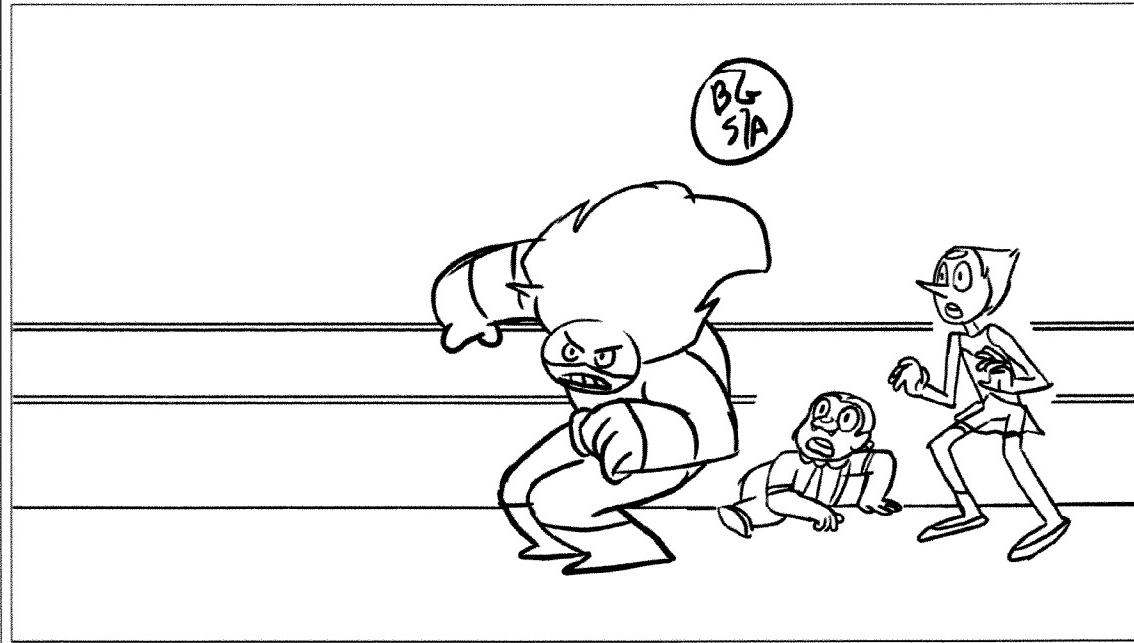


1020.011

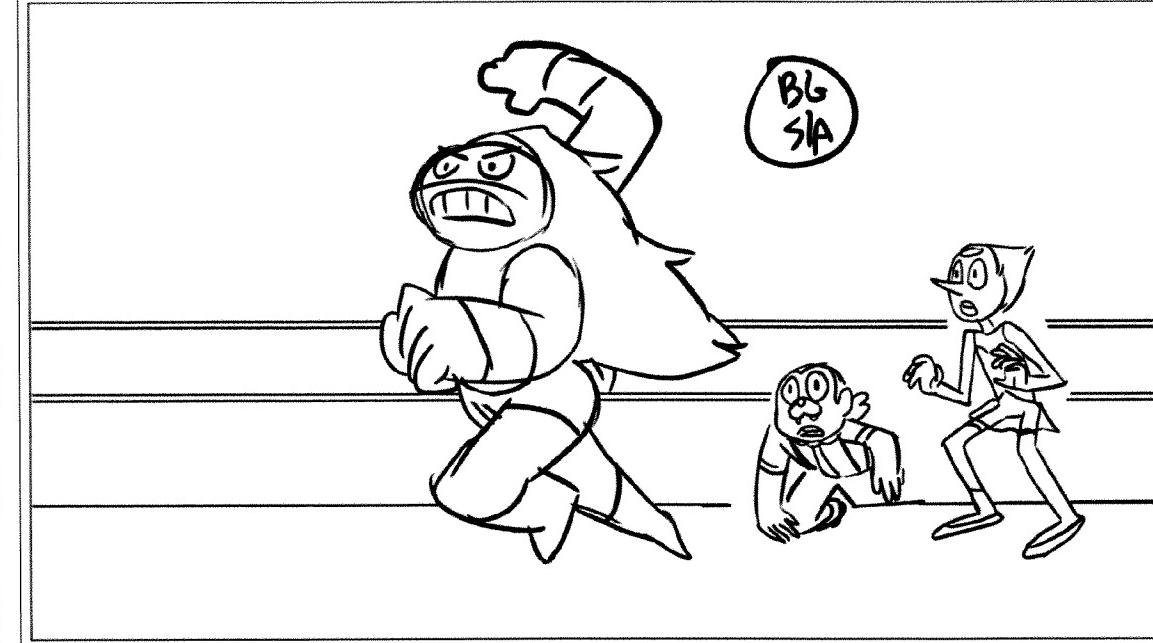
1020.011

1020.011

Scene 202 Panel 1  
202 *cont* 2



Scene 202 Panel 2  
202 *cont* 3



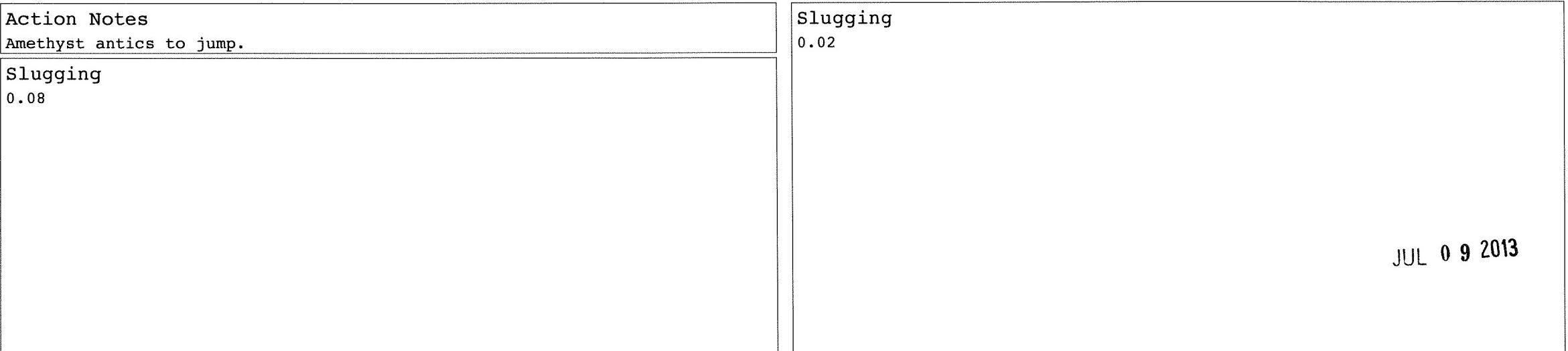
1020 . 011

Action Notes  
Amethyst antics to jump.

Slugging  
0.08

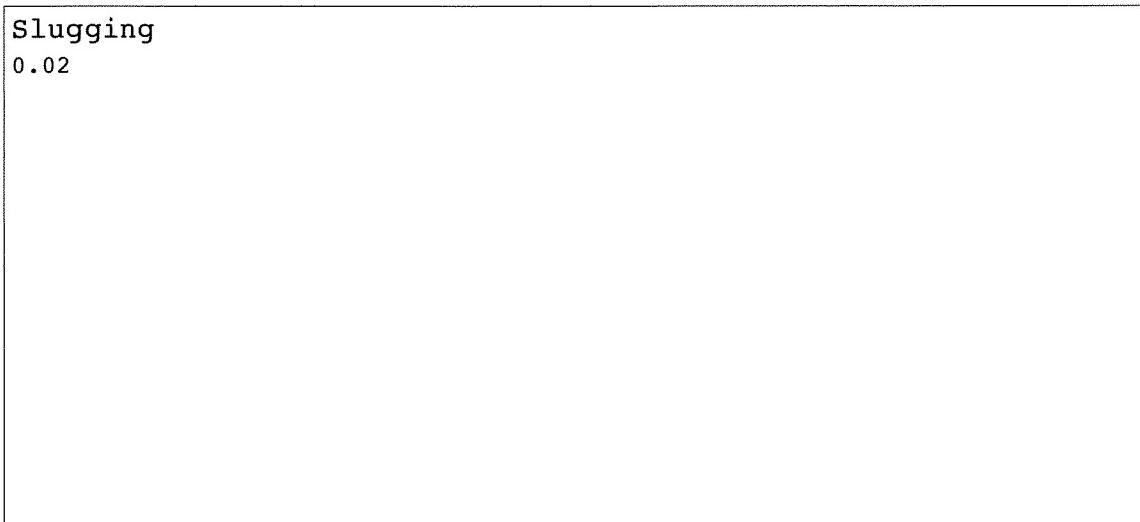
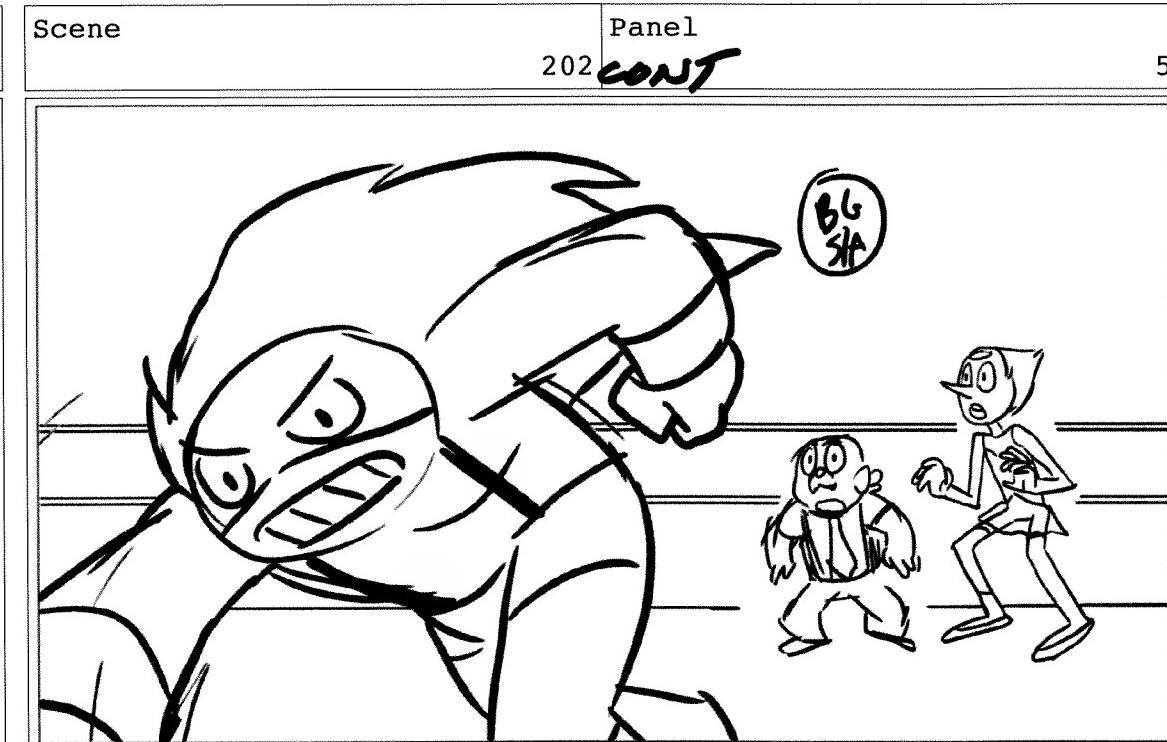
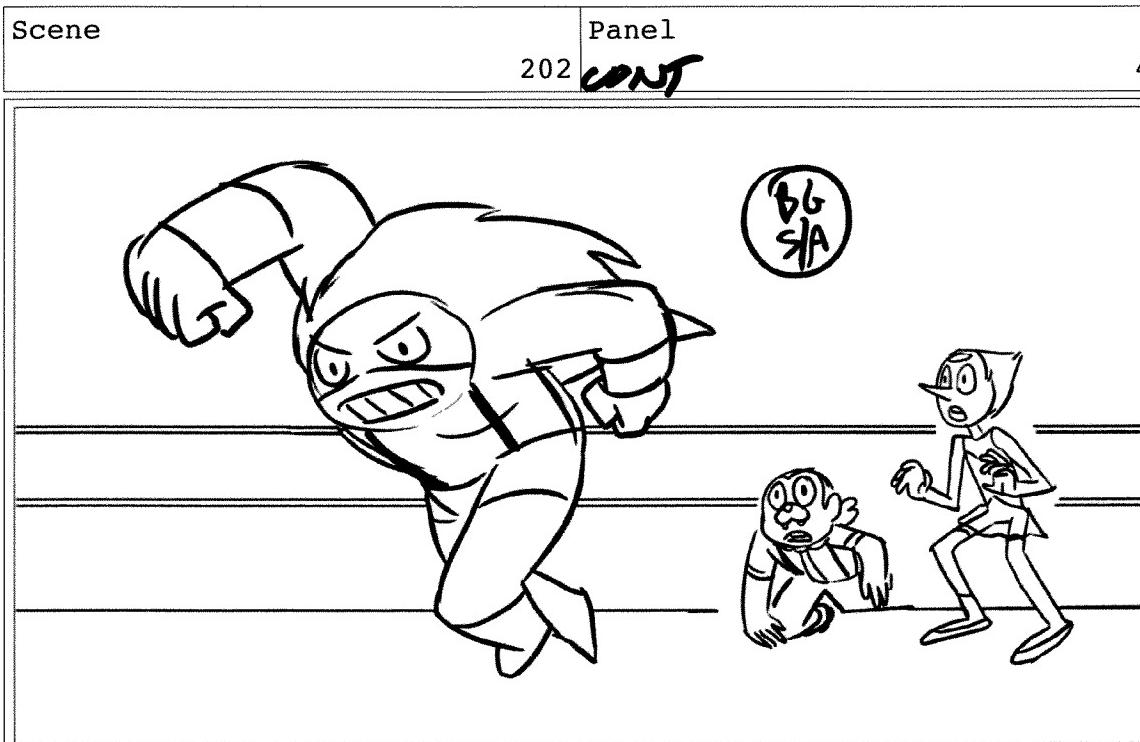
Slugging  
0.02

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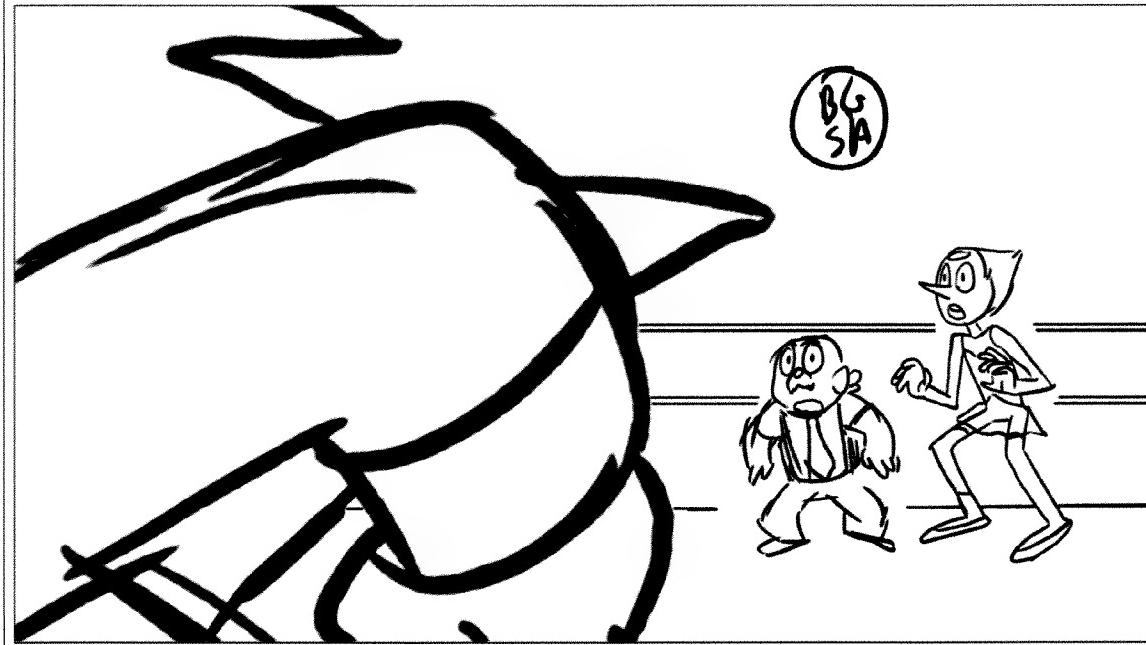
1020 . 011

1020 . 011



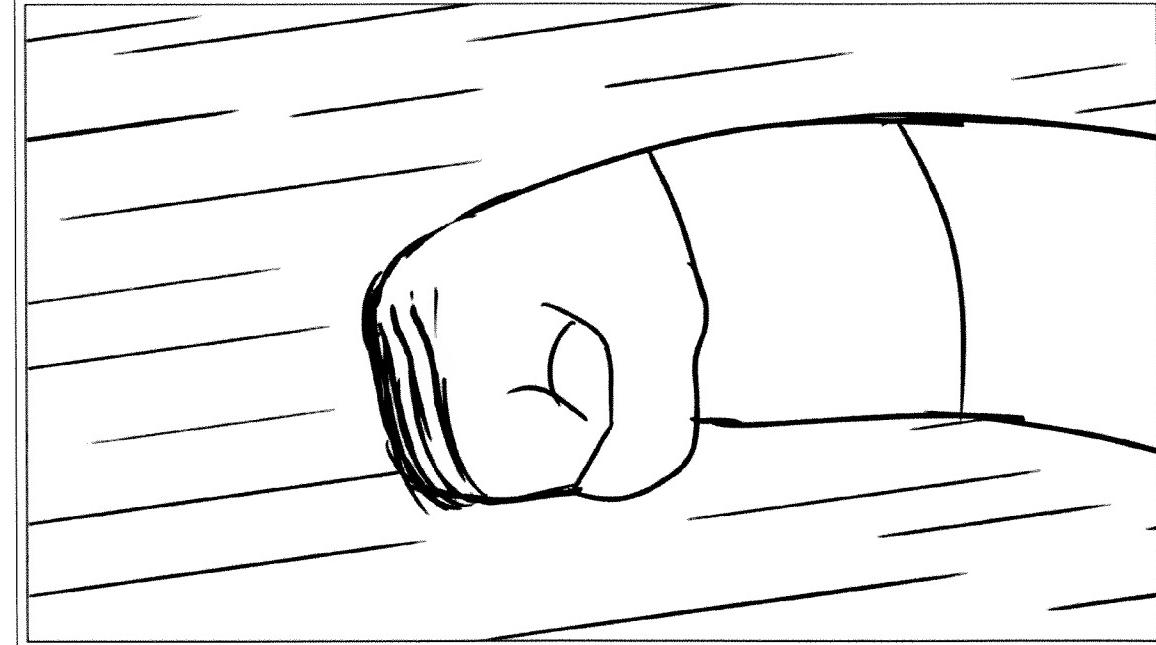
1020 · 011

Scene 202 Panel 6  
*CONT*



Slugging  
0.02

Scene 203 Panel 1



Action Notes  
BG pans screen left to right.

Slugging  
Panels 1 + 2 x 2 = 0.04

Total cycle frames: 0.08

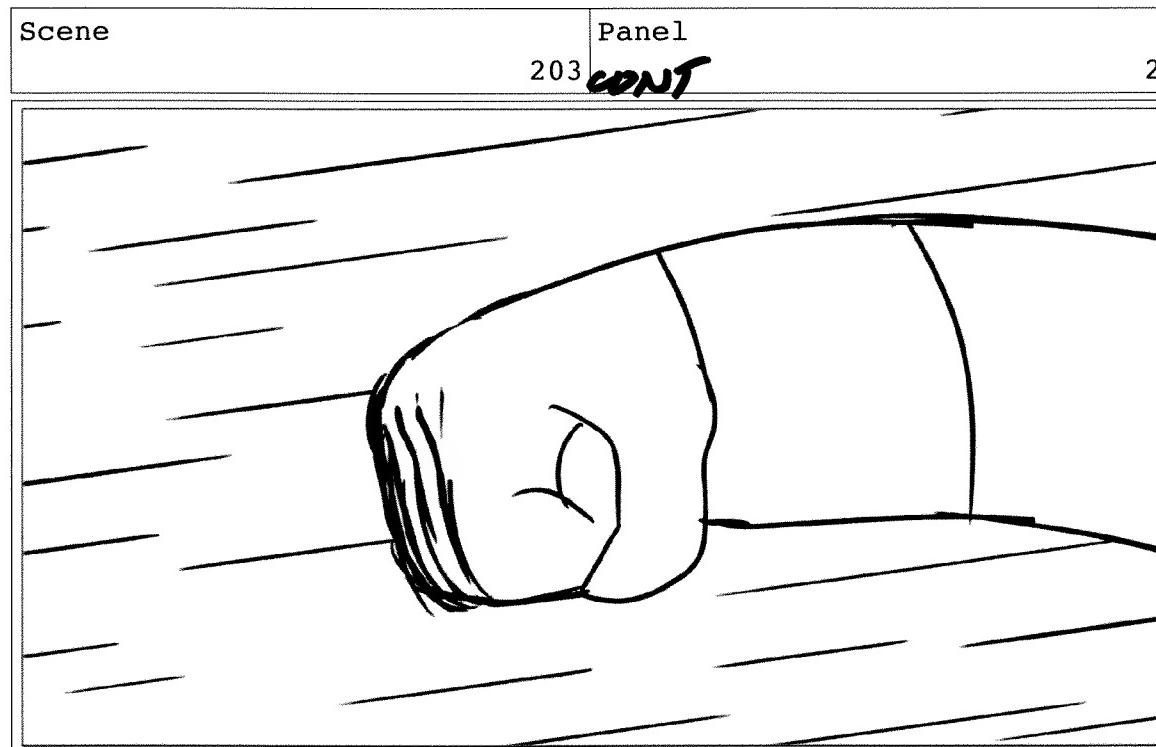
JUL 09 2011

1020.011

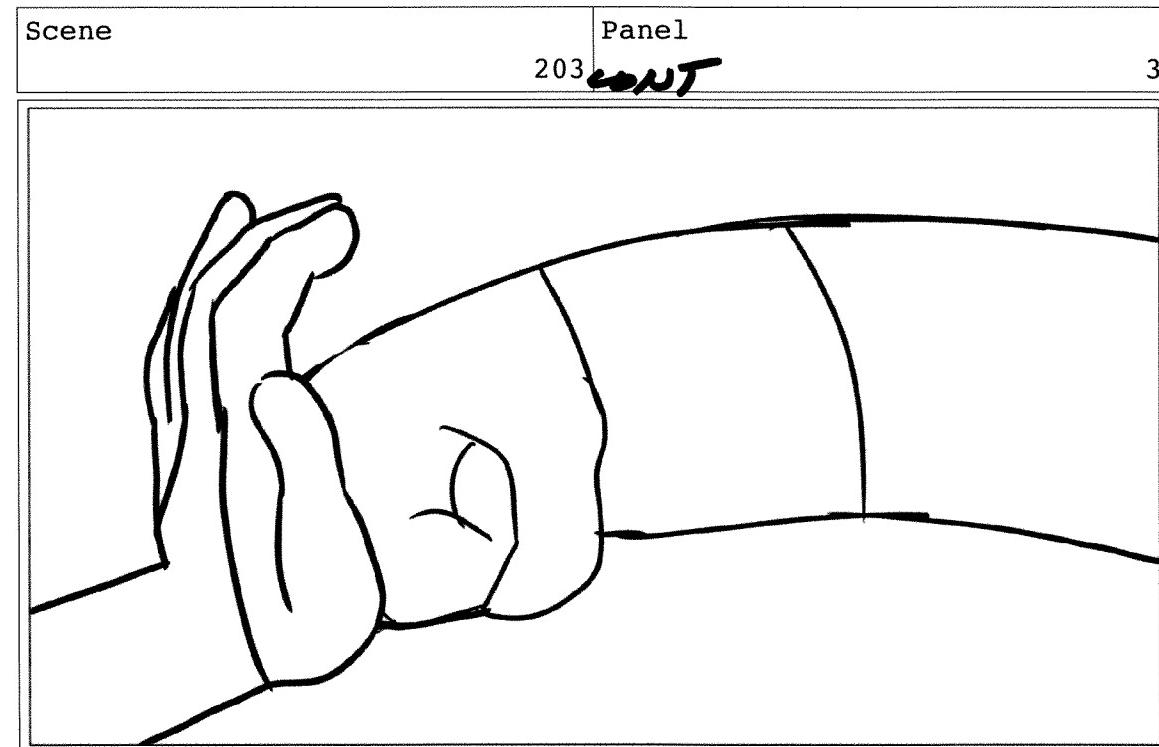
1020.011

1020.011

1020 . 011



Action Notes  
BG pans screen left to right.

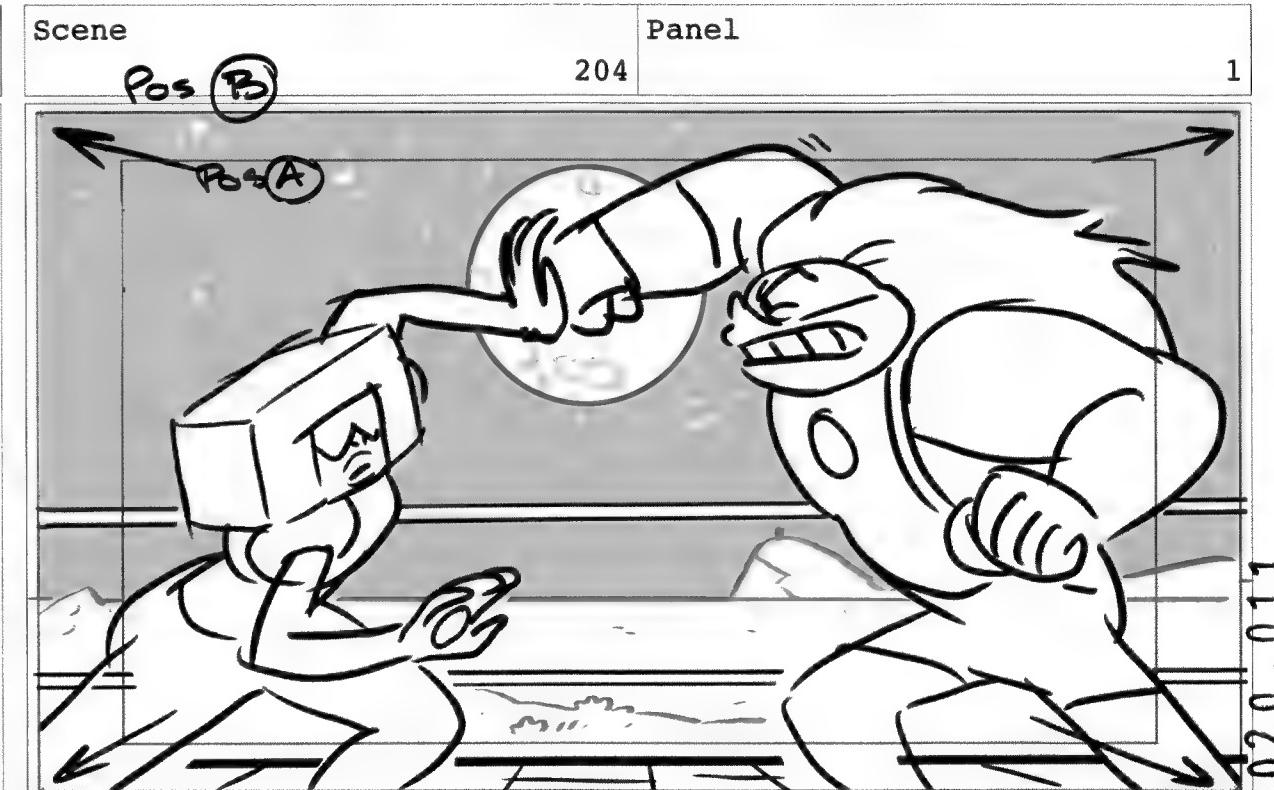
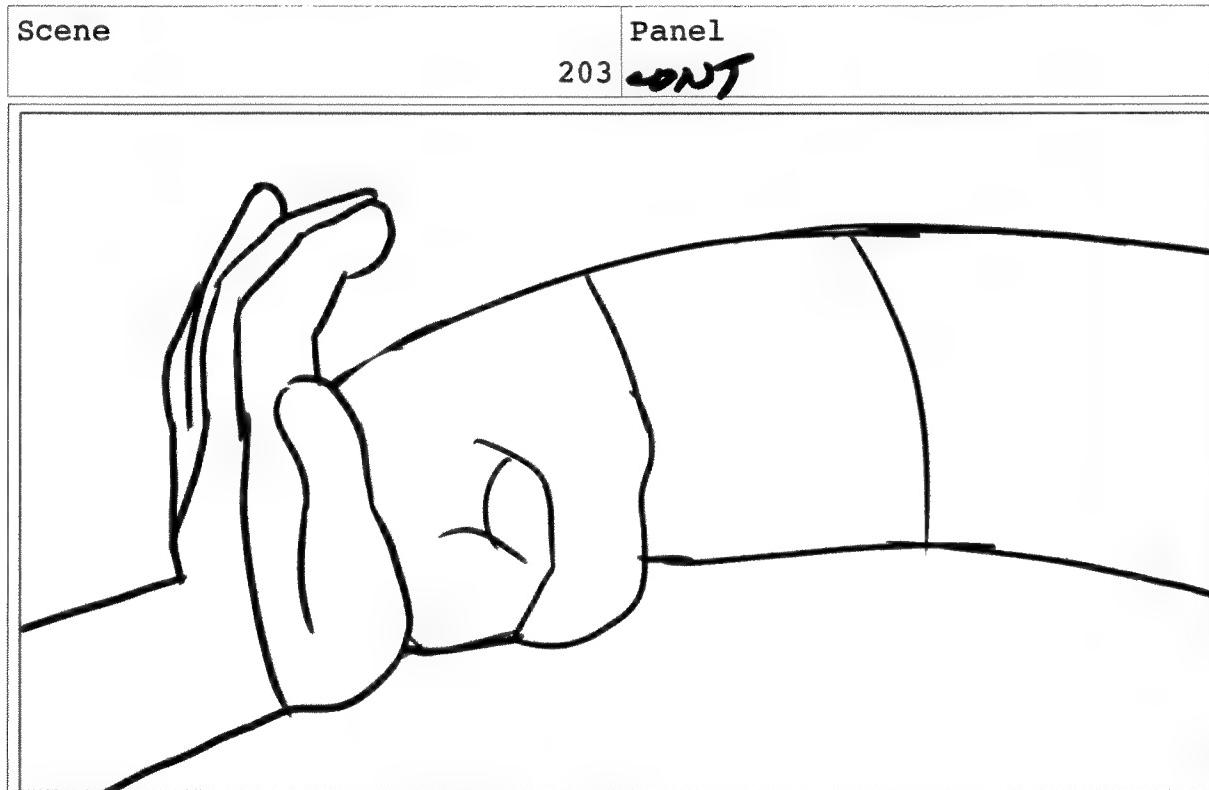


Action Notes  
Garnet hand IN screen left. Amethyst fist impacts Garnets hand.  
BG stops  
Slugging  
0.02

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1020 . 011



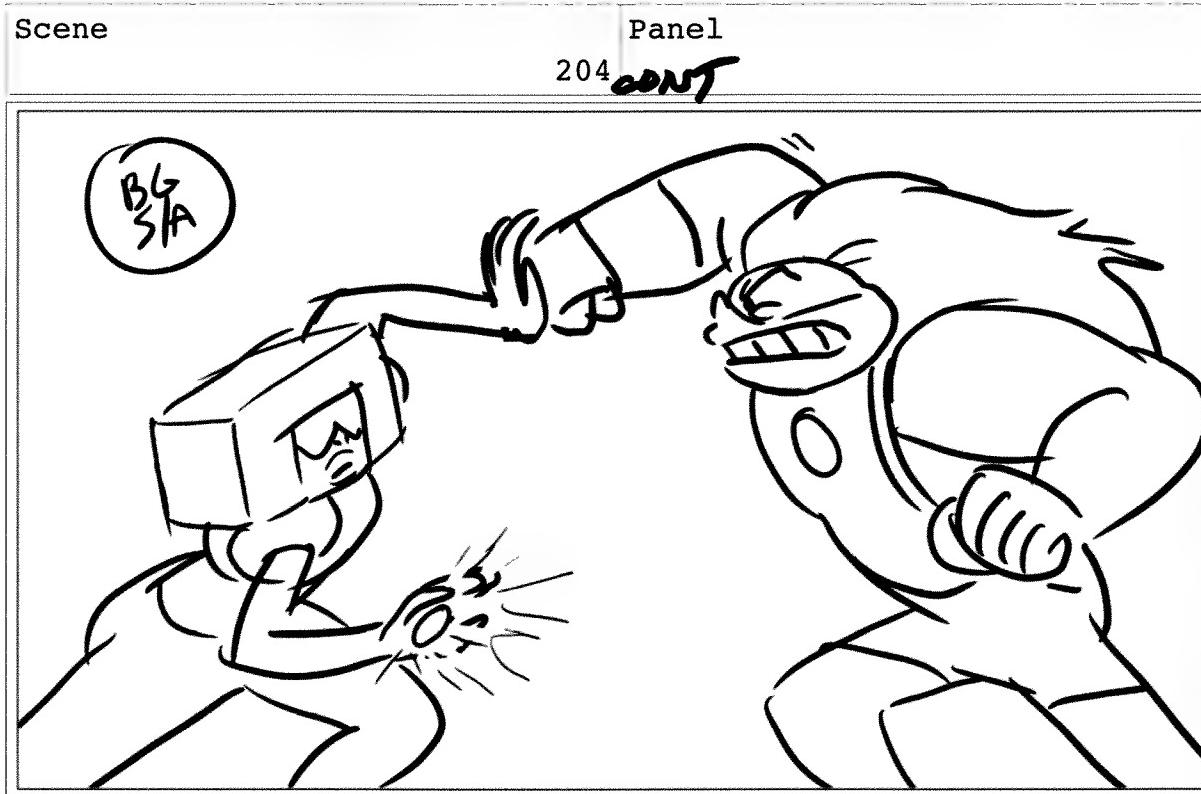
Slugging  
0.13

Action Notes  
Camera quick pull out.

Slugging  
ADJ: 0.04  
Then HOLD: 0.11

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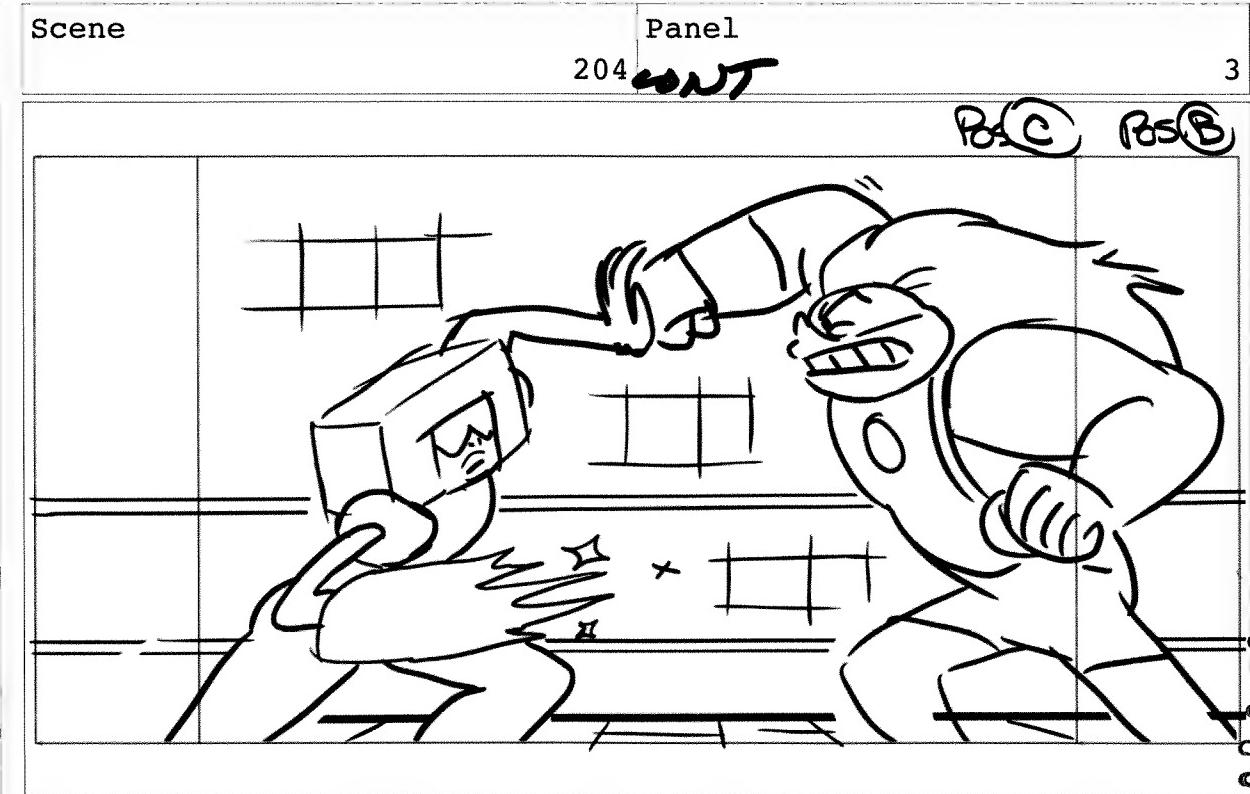


Action Notes

Garnet hand gem glows.

Slugging

0.12



Action Notes

Camera pans left to follow Garnet's hand transformation.

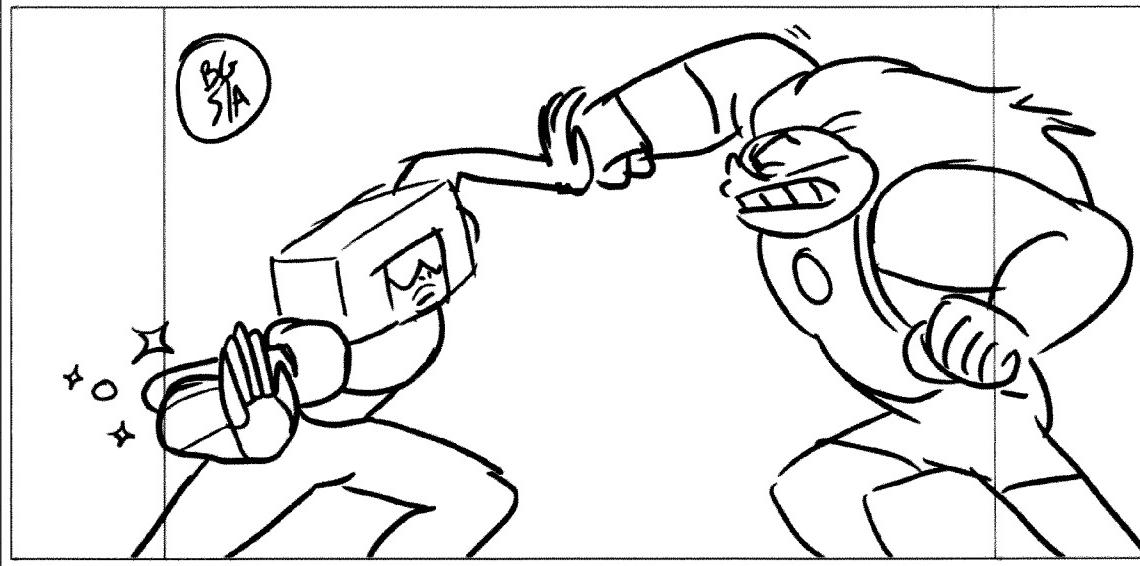
Slugging

ADJ: 0.03

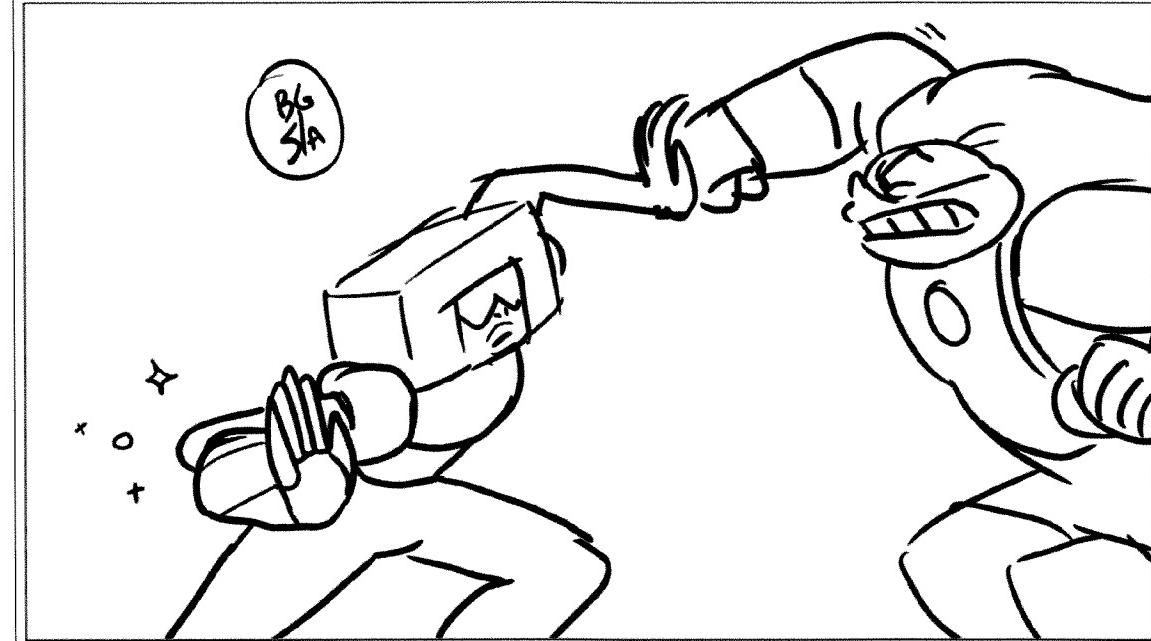
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1020.011

Scene 204 Panel 4



Scene 204 Panel 5



Slugging  
ADJ: 0.02  
Then HOLD: 0.03

Slugging  
0.04

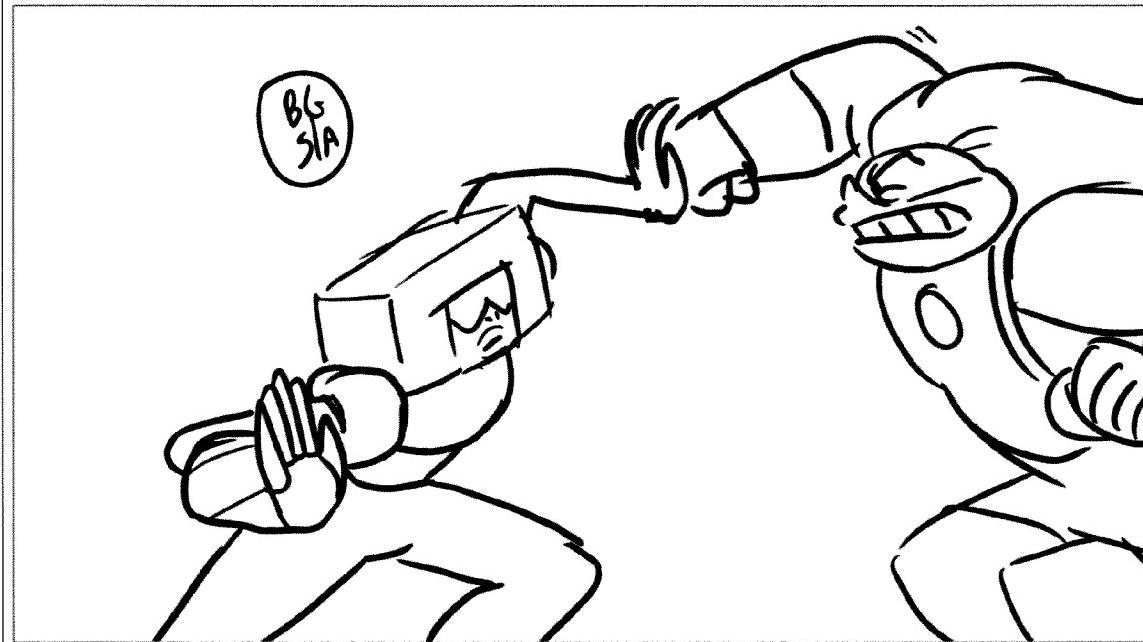
JUL 09 2011

1020.011

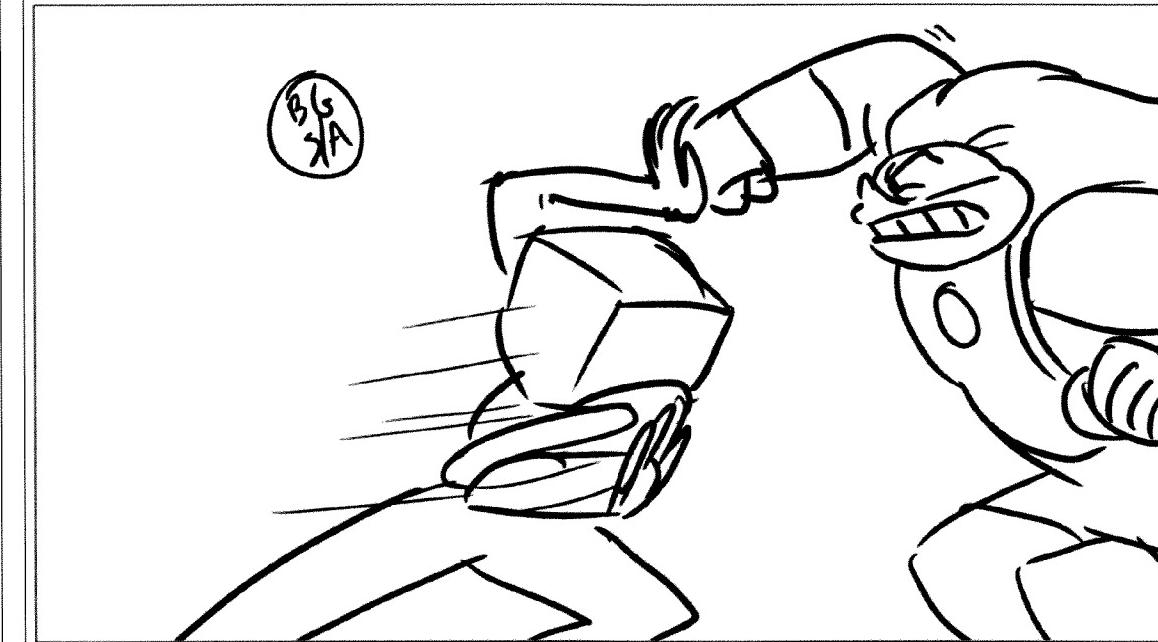
1020.011

1020.011

Scene 204 Panel **cont** 6



Scene 204 Panel **cont** 7



Slugging  
0.15

Slugging  
0.02

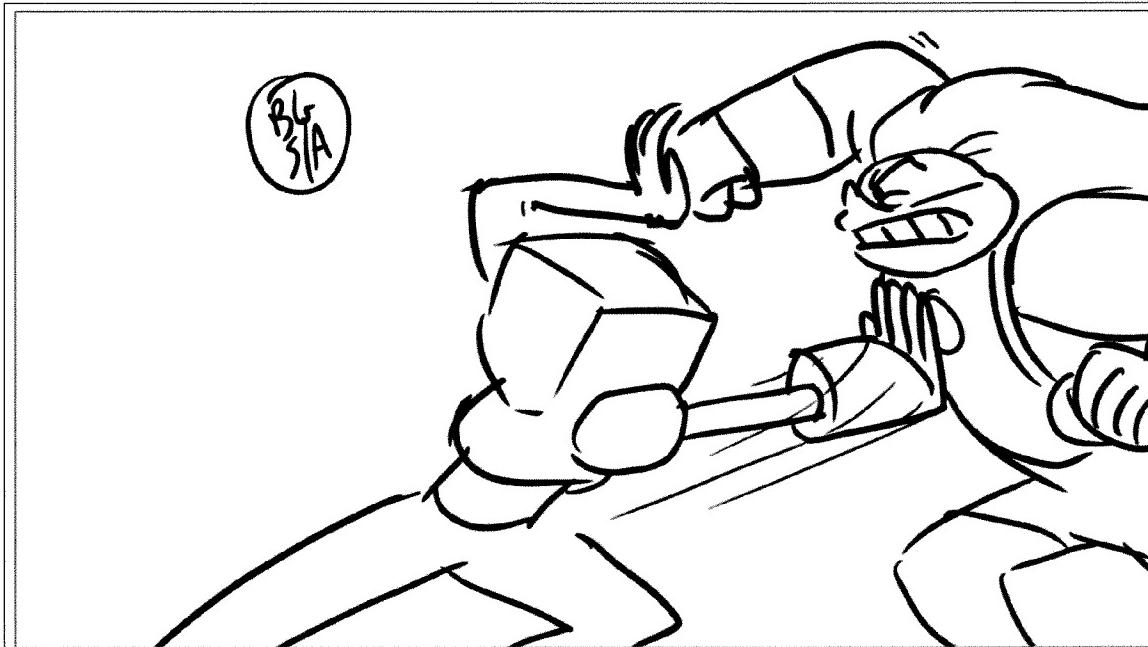
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1020.011

1020.011

Scene 204 Panel 8

cont



Scene 205 Panel 1



Slugging 0.02

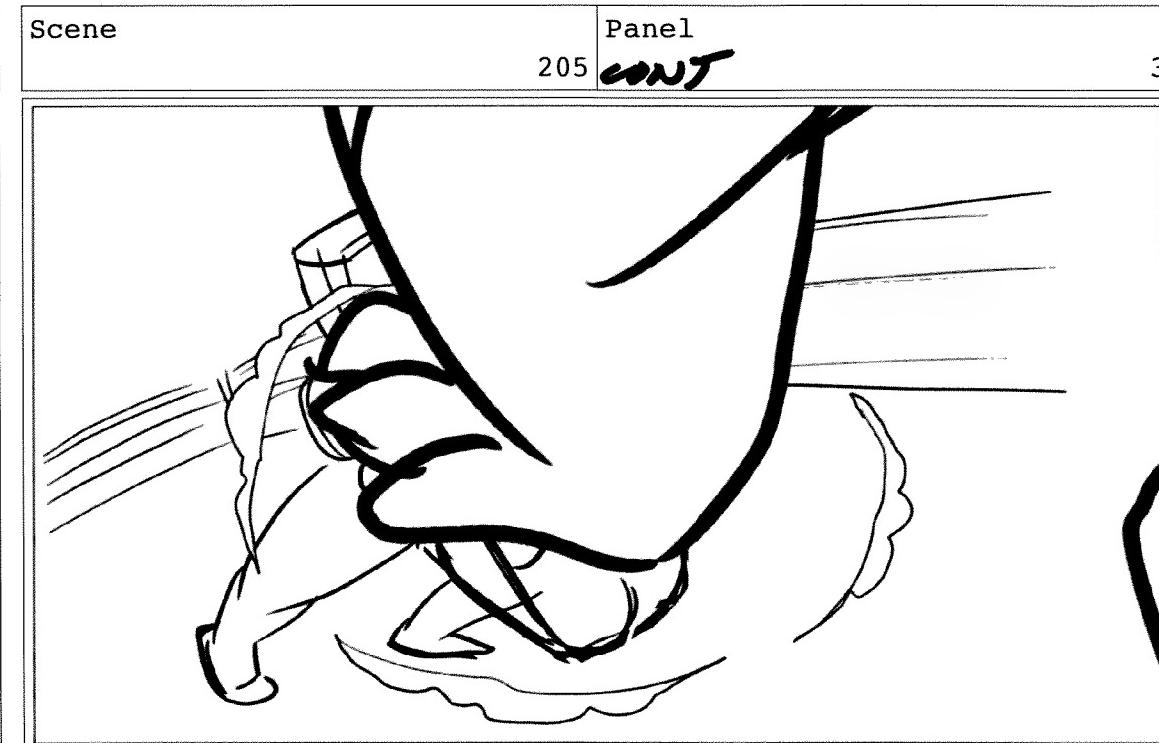
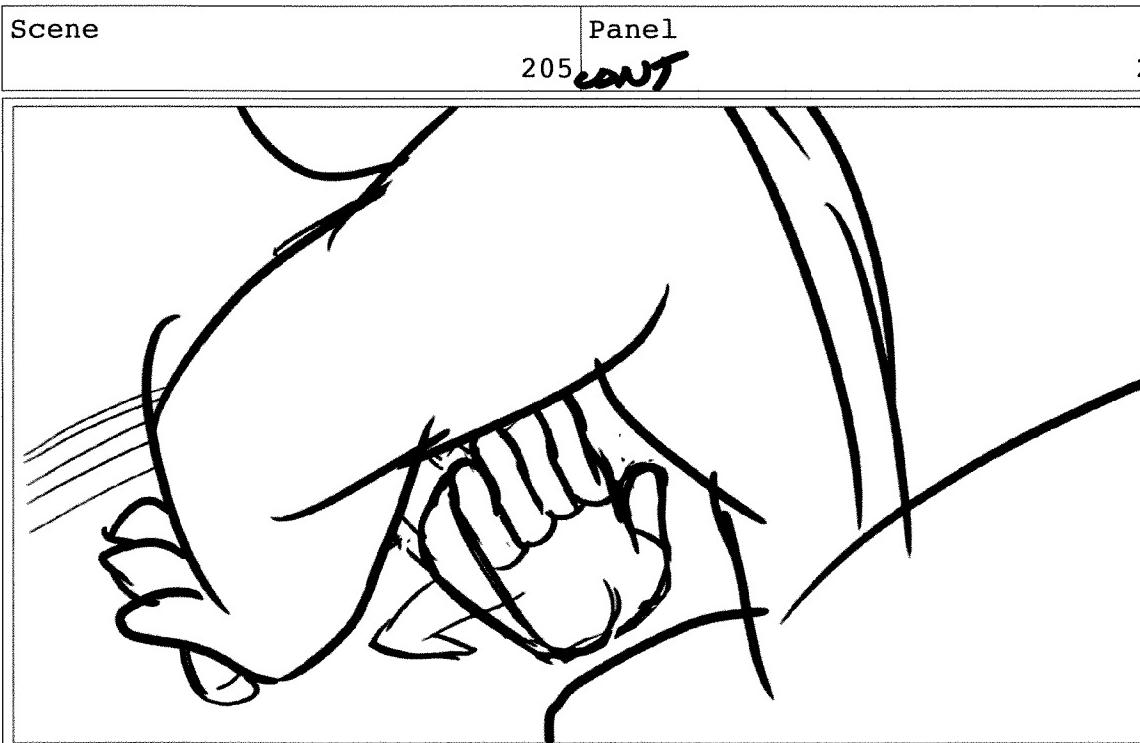
Slugging 0.02

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1020.011

1020.011



1020 . 011

**Action Notes**

Amethyst flies OUT of screen right.

**Slugging**

0.02

**Slugging**

0.02

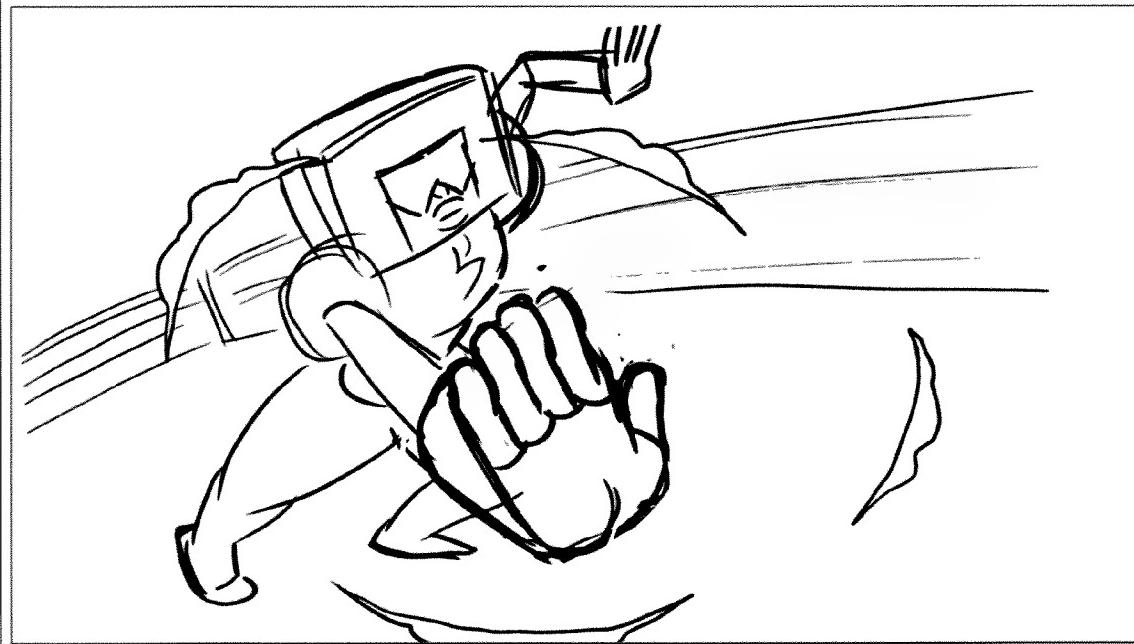
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1020 . 011

1020 . 011

Scene 205 Panel 4

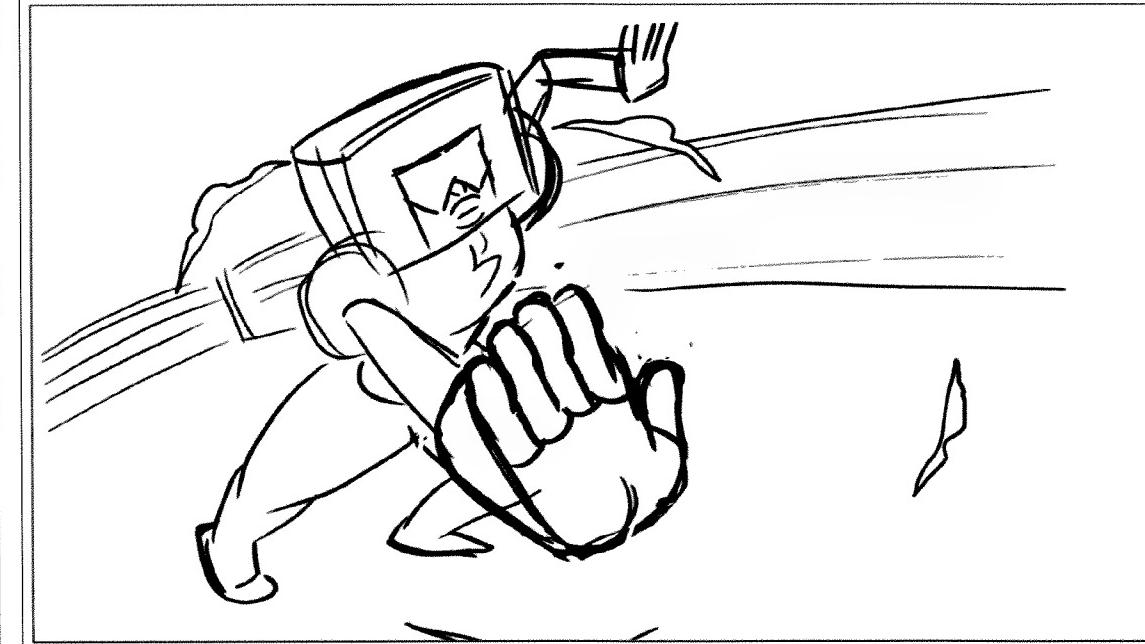
205 *CONT*



Scene 205 Panel 5

*CONT*

5



Slugging  
0.02

Slugging  
0.02

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1020.011

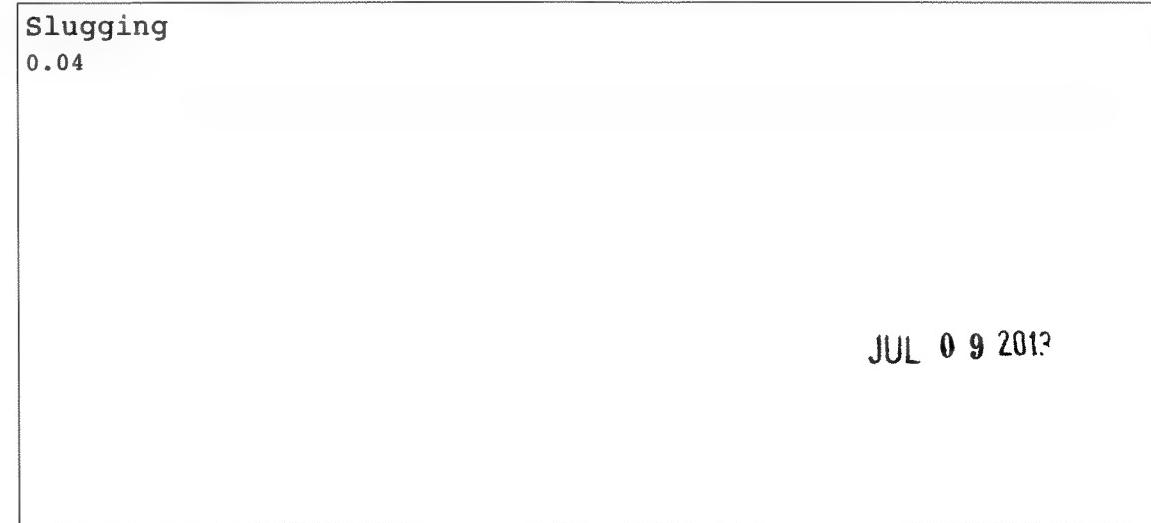
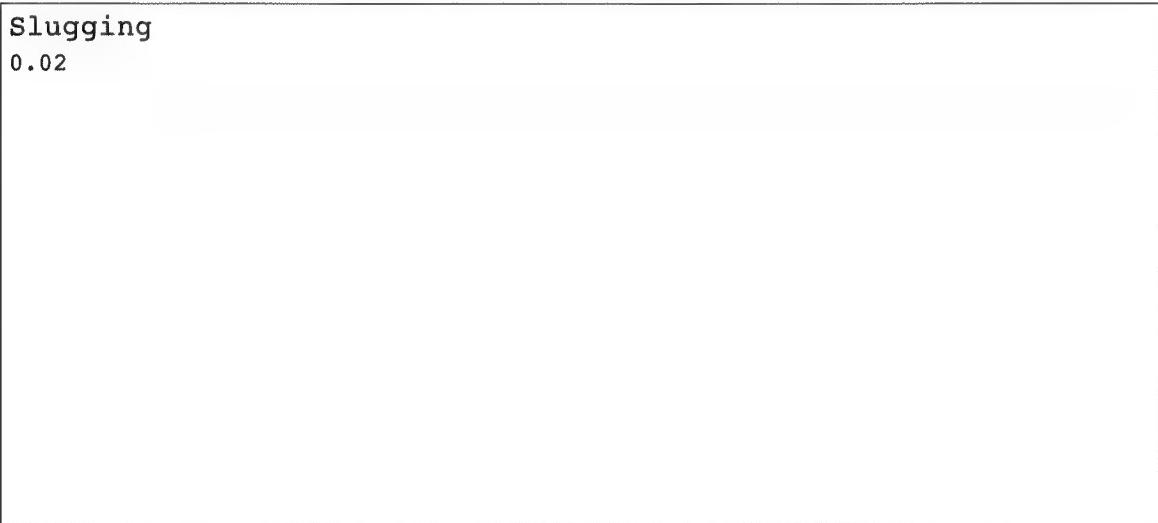
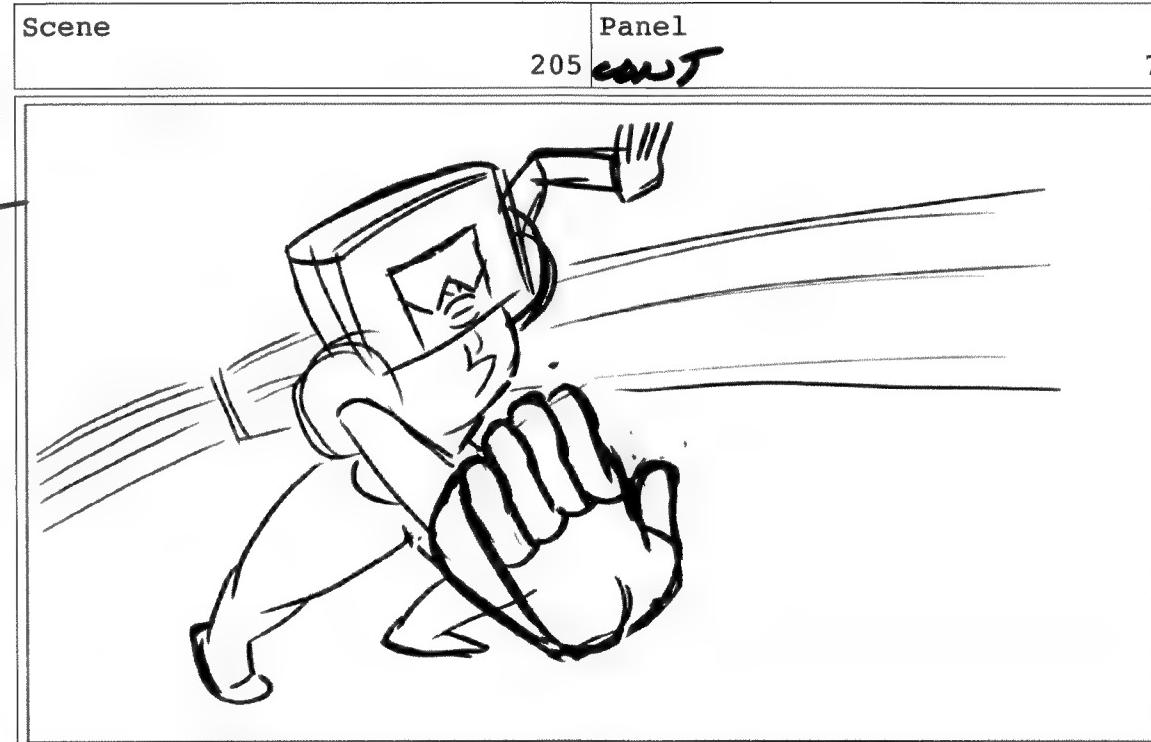
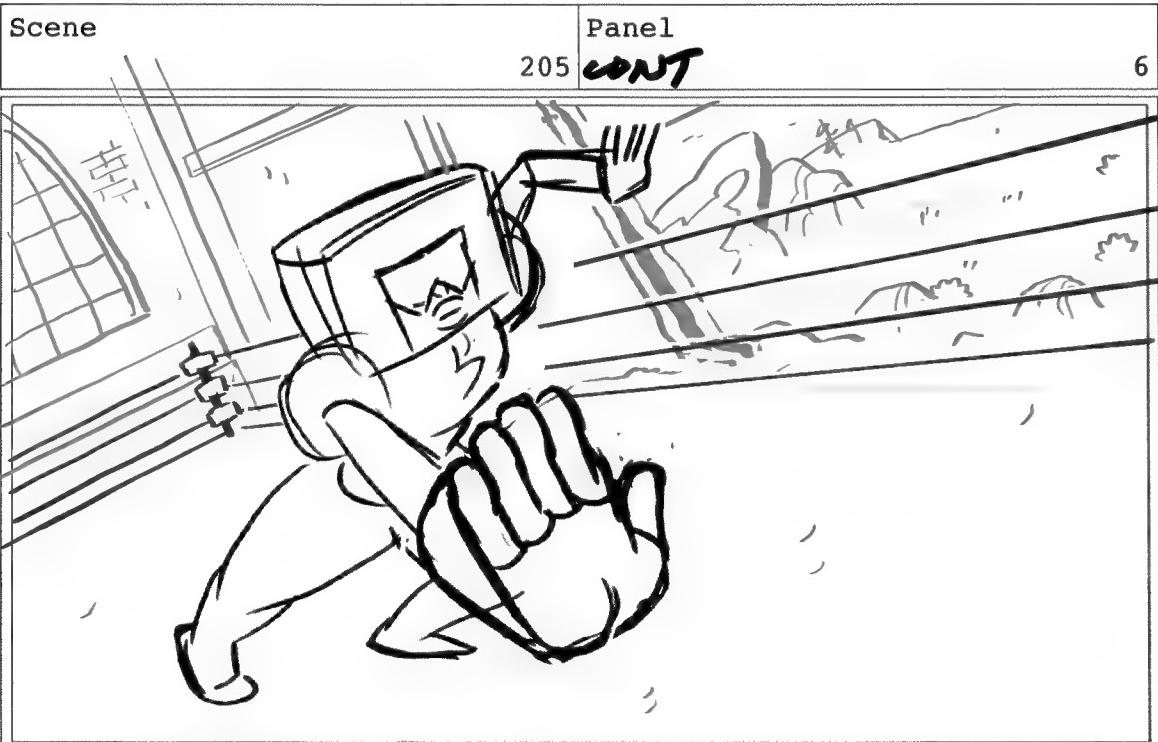
1020.011

1020.011



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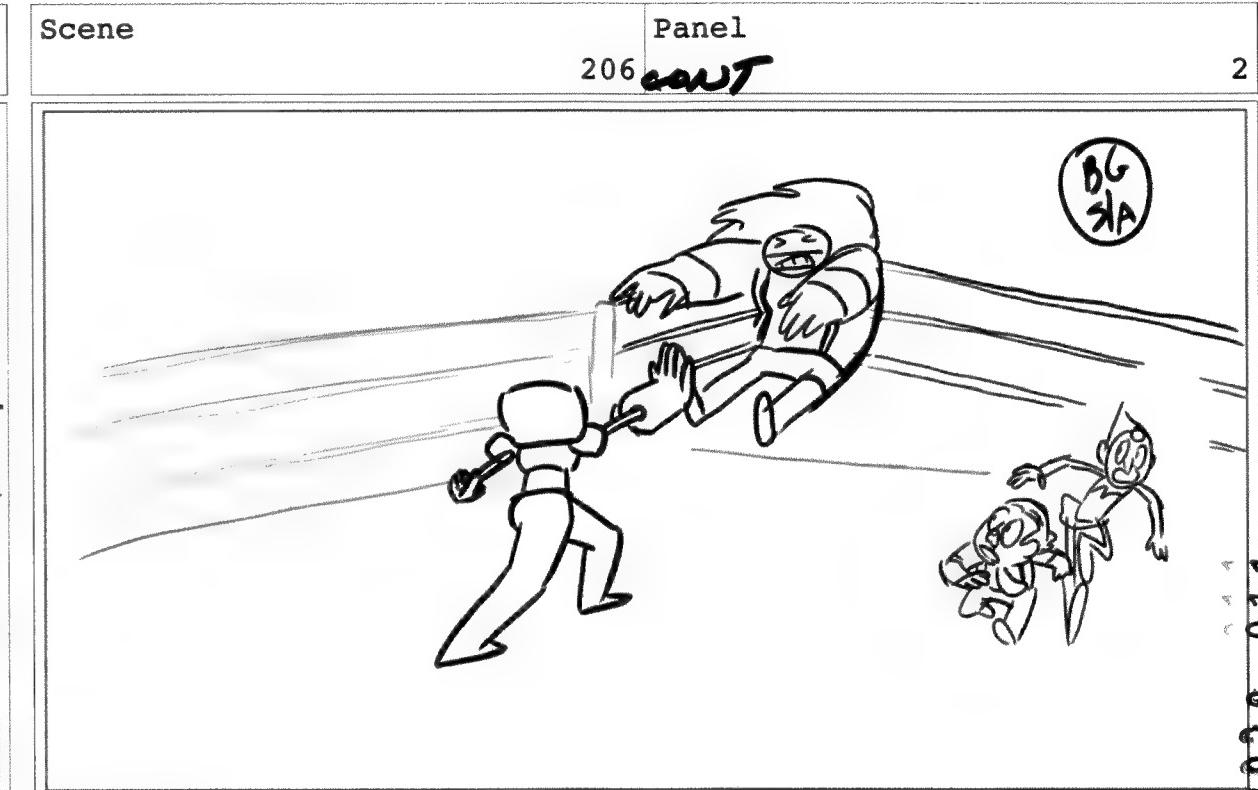
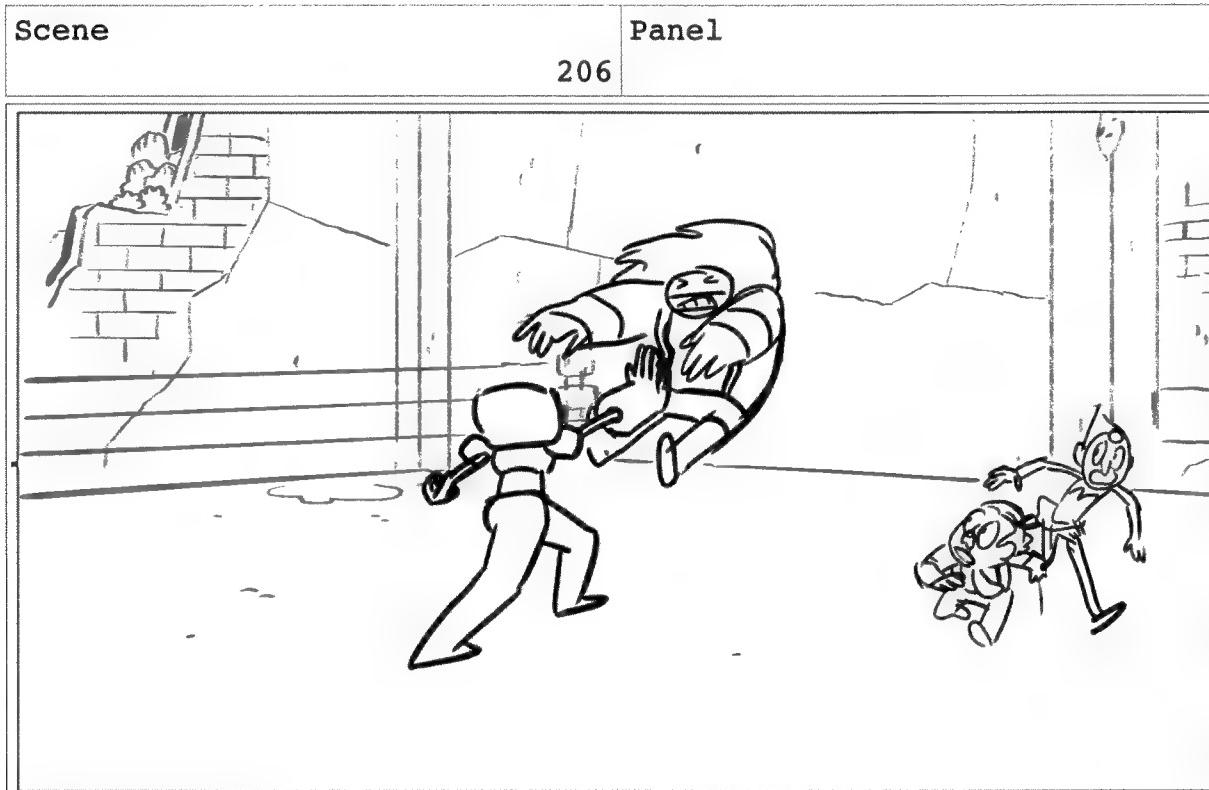
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1020.011

1020.011

1020.011



Action Notes  
Pearl and Steven run forwards.

Slugging  
0.02

Slugging  
0.03

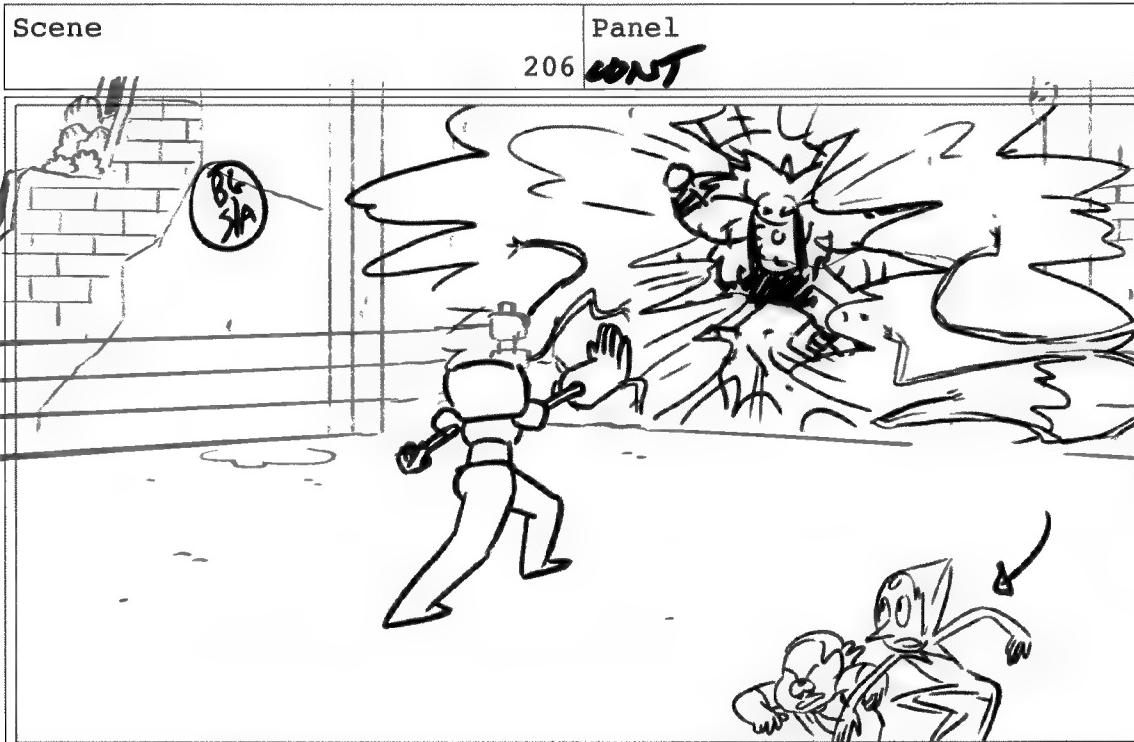
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1020-011



Tiger Millionaire SU\_1020-011

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Action Notes  
Amethyst slams into the back wall breaking the rope boundaries of the rings

Slugging  
0.03



Action Notes  
Pearl and Steven run OUT of the scene.

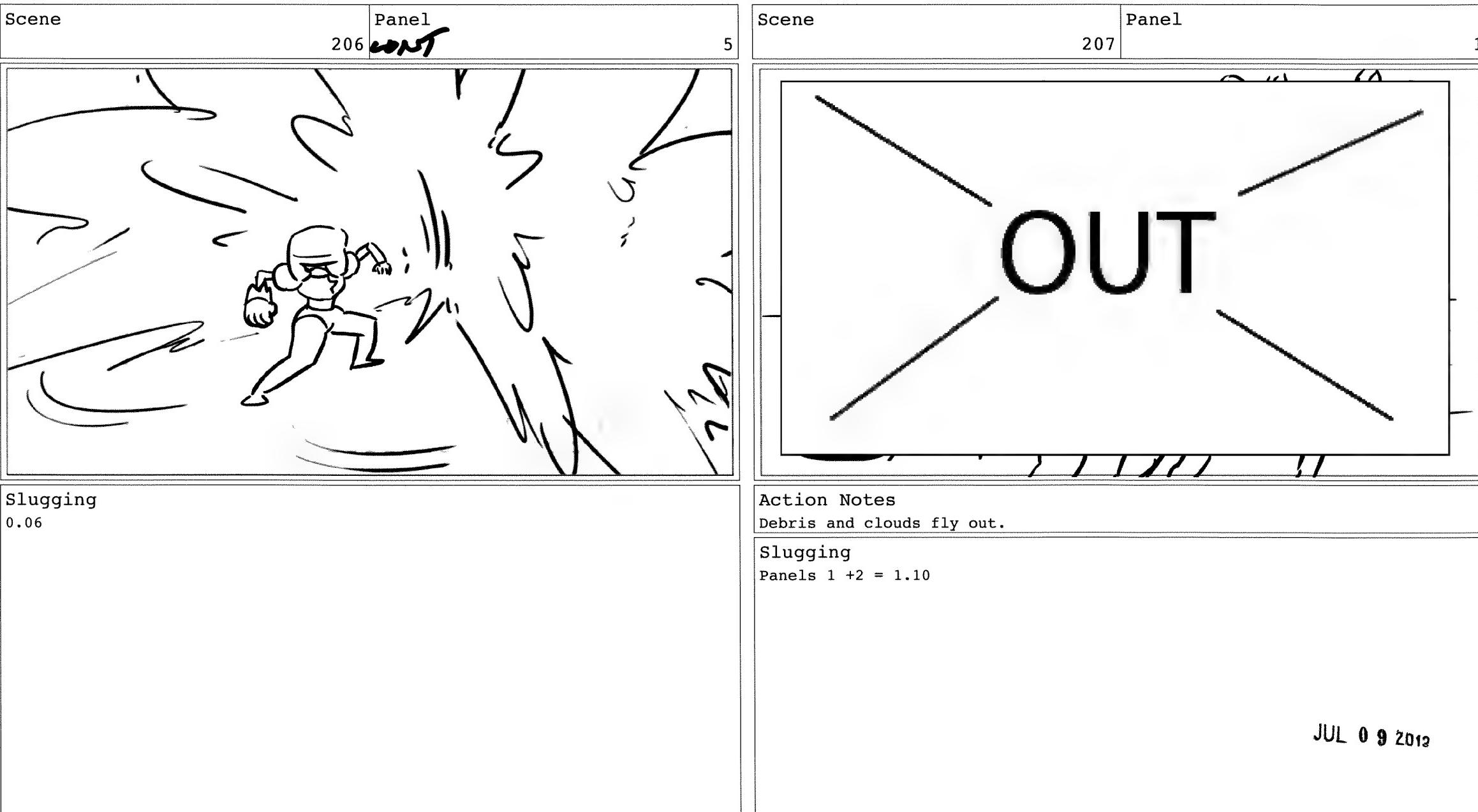
Slugging  
1.03

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1020.011

1020.011

1020.011



1020.011

1020.011

Scene	Duration	Panel	Duration
207	02:00	1	01:00



Scene	Duration	Panel	Duration
207	02:00	2	01:00

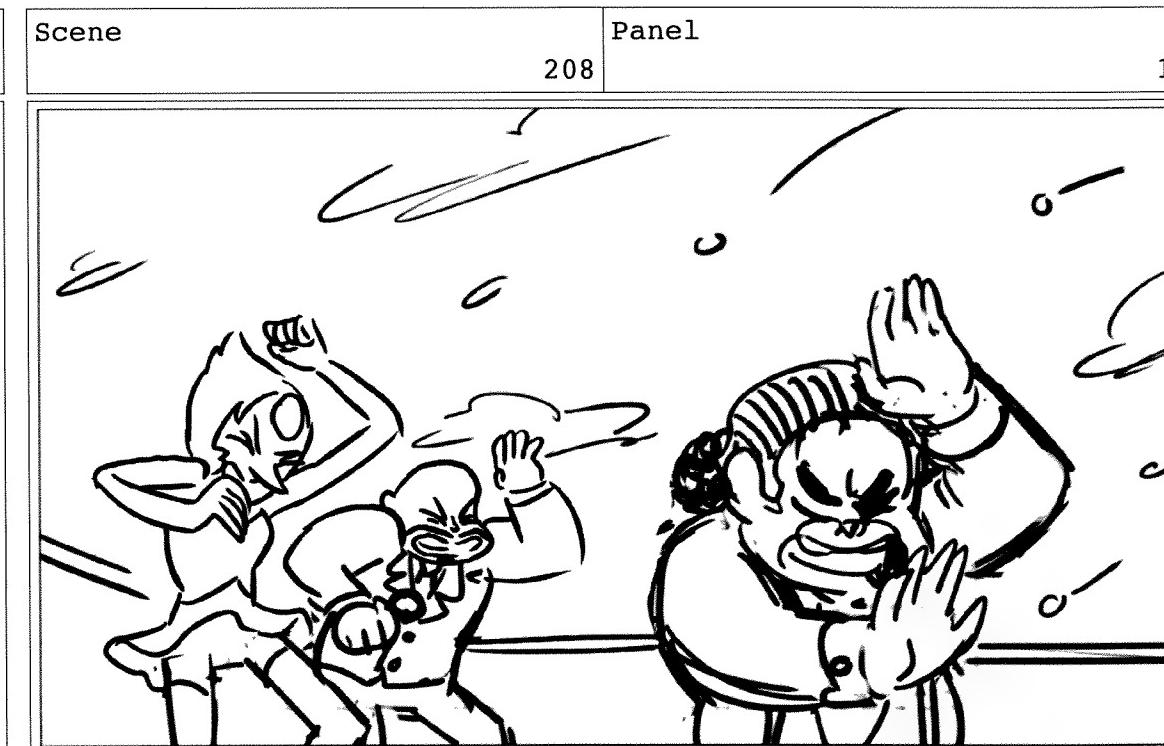
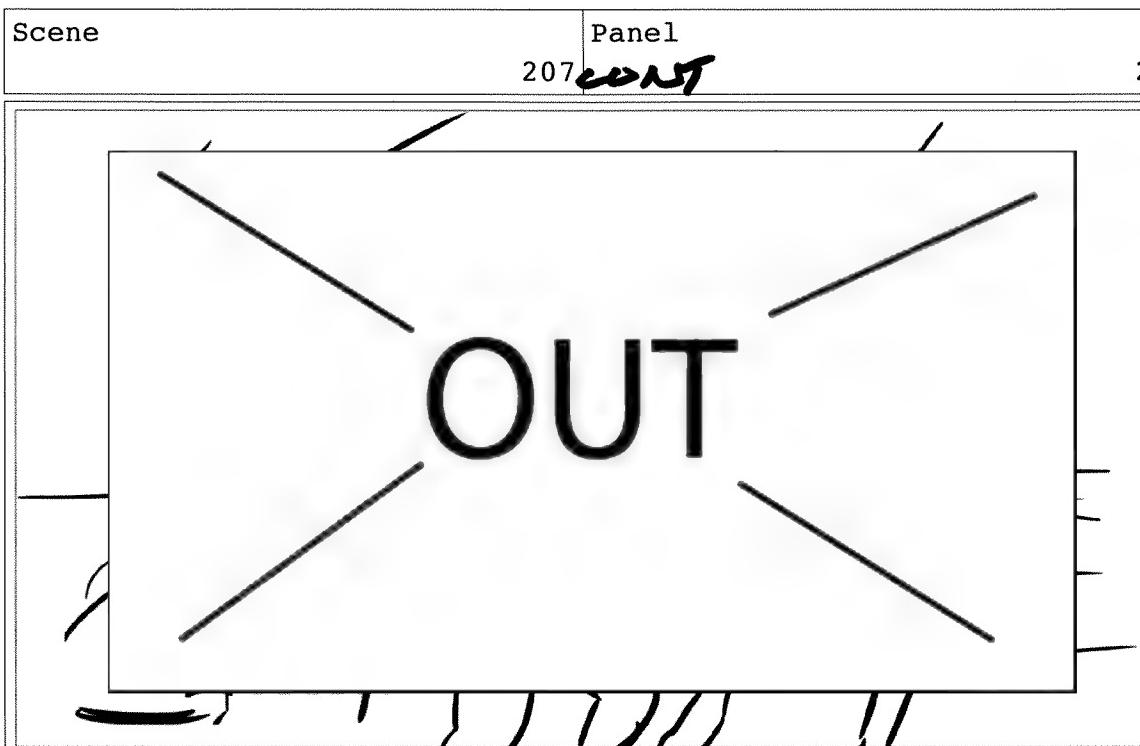


## Action Notes

Debris and clouds fly out.

## Action Notes

Debris and clouds fly out.



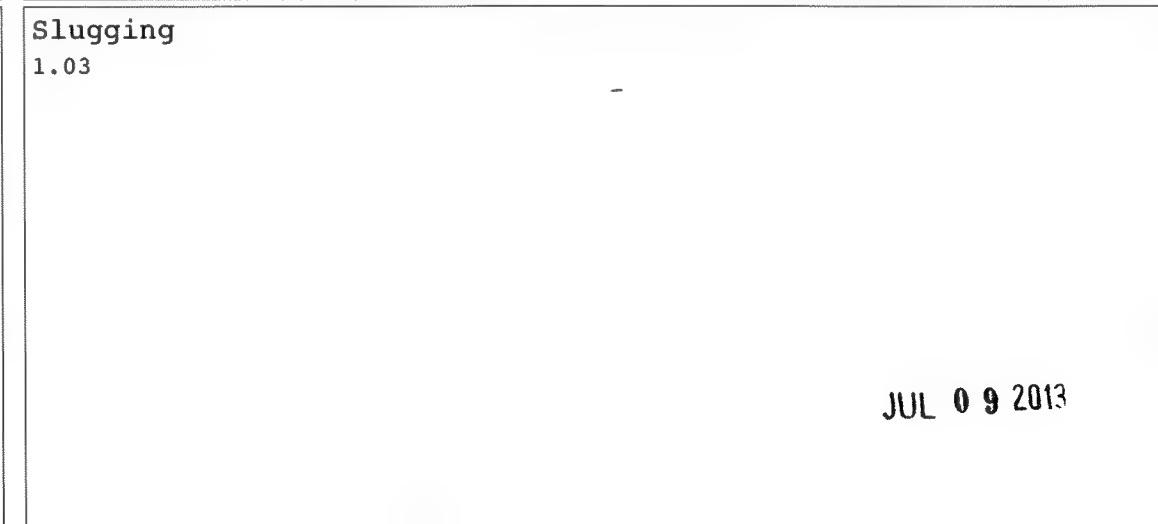
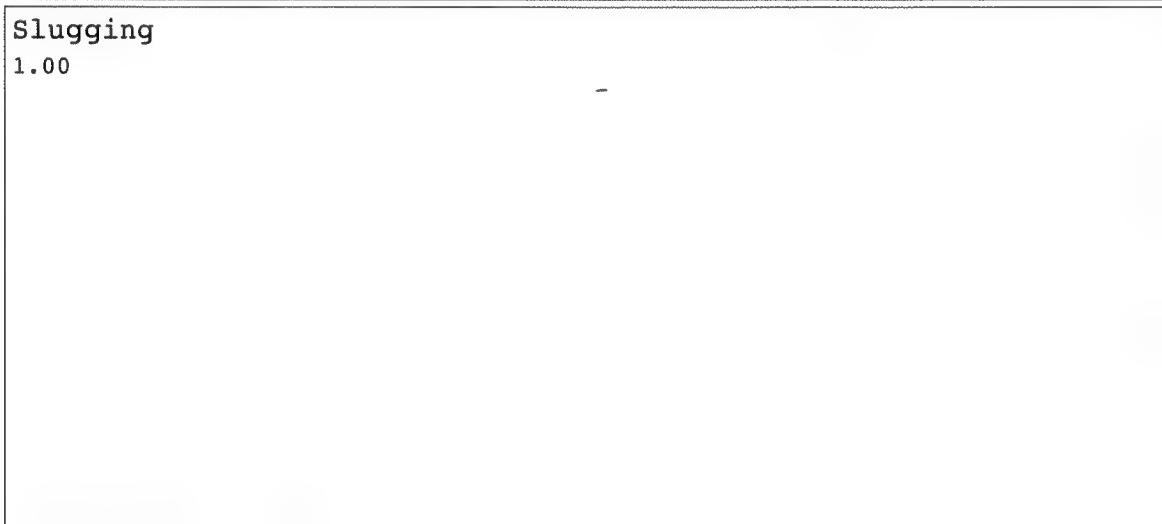
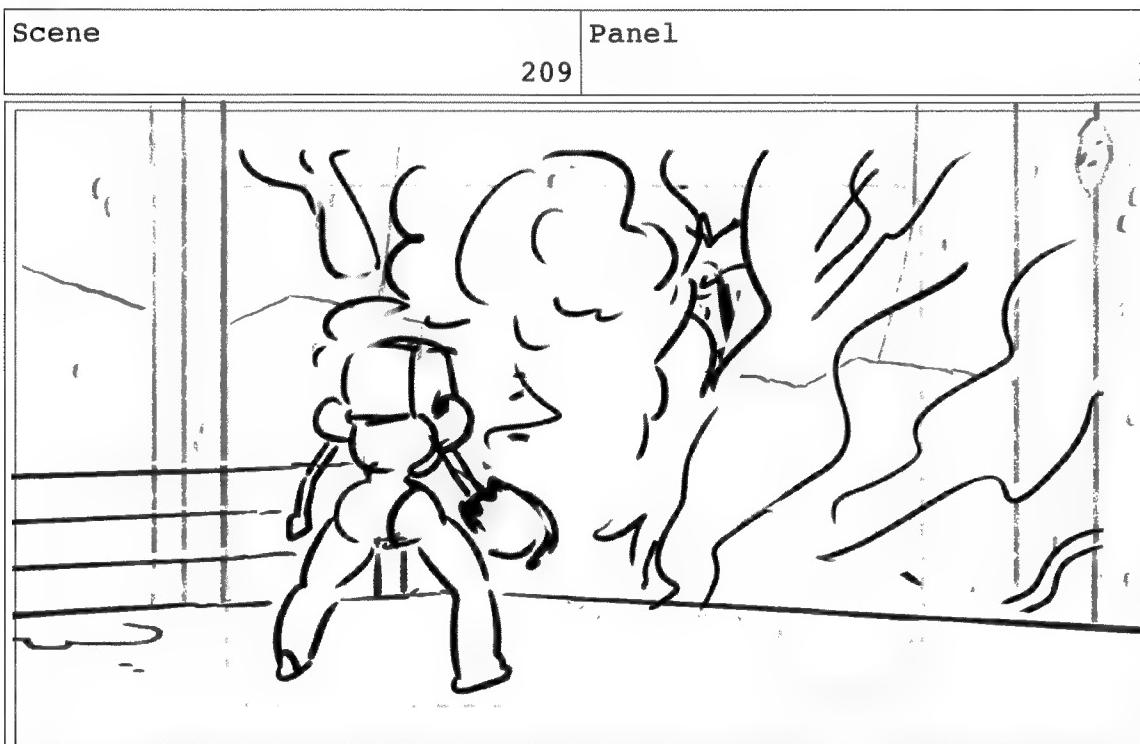
Action Notes  
Debris and clouds fly out.

Action Notes  
Debris and clouds fly out.

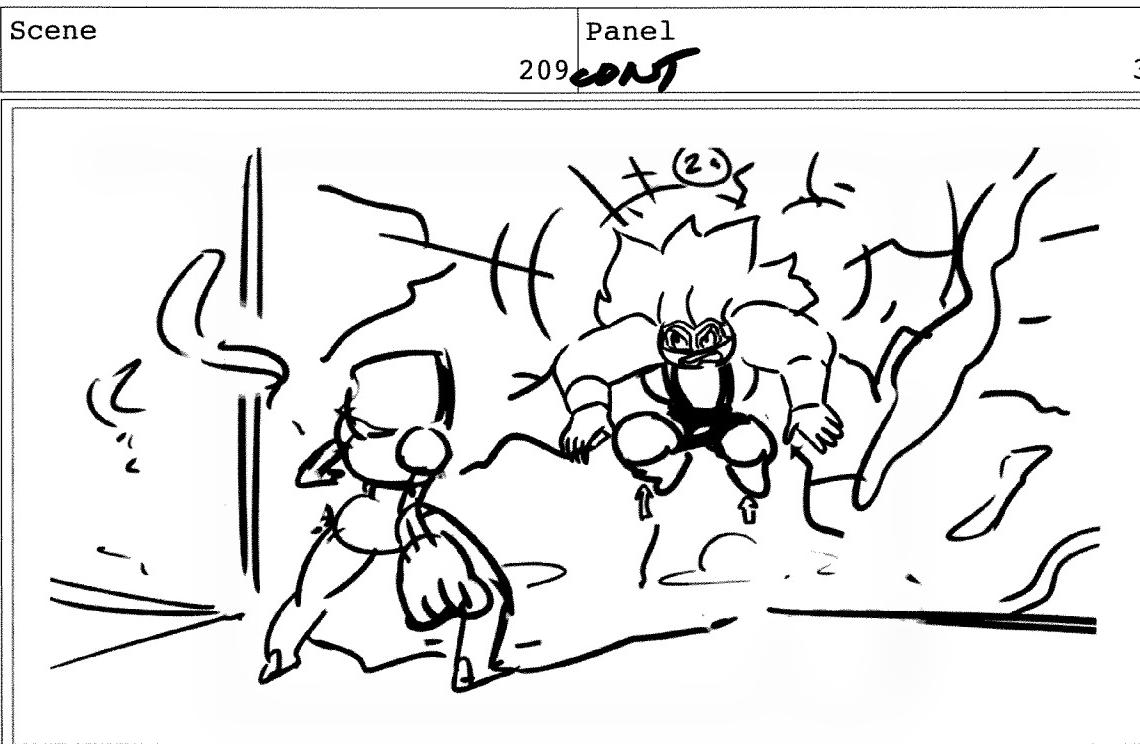
Slugging  
1.04

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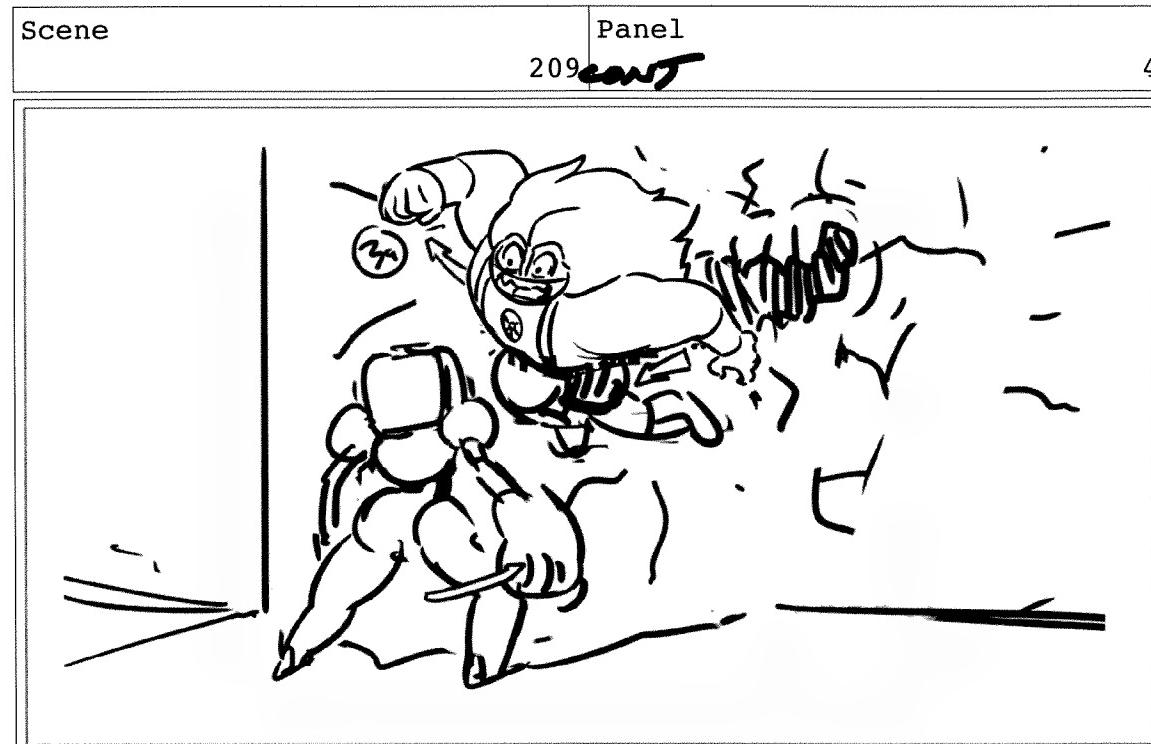


1020-011



Action Notes  
Amethyst prepares to jump.

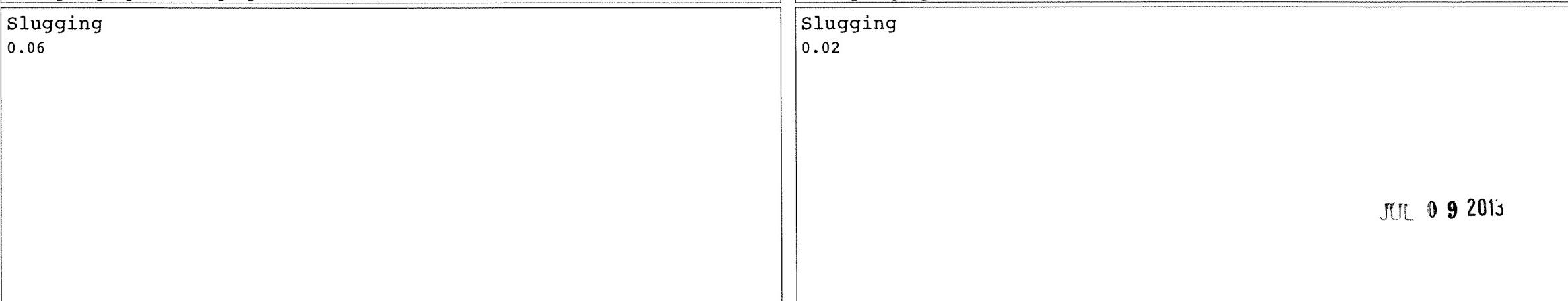
Slugging  
0.06



Action Notes  
Amethyst jumps at Garnet.

Slugging  
0.02

JUL 09 2013



1020-011

1020-011

Scene 209 Panel 5

209 *CONT*

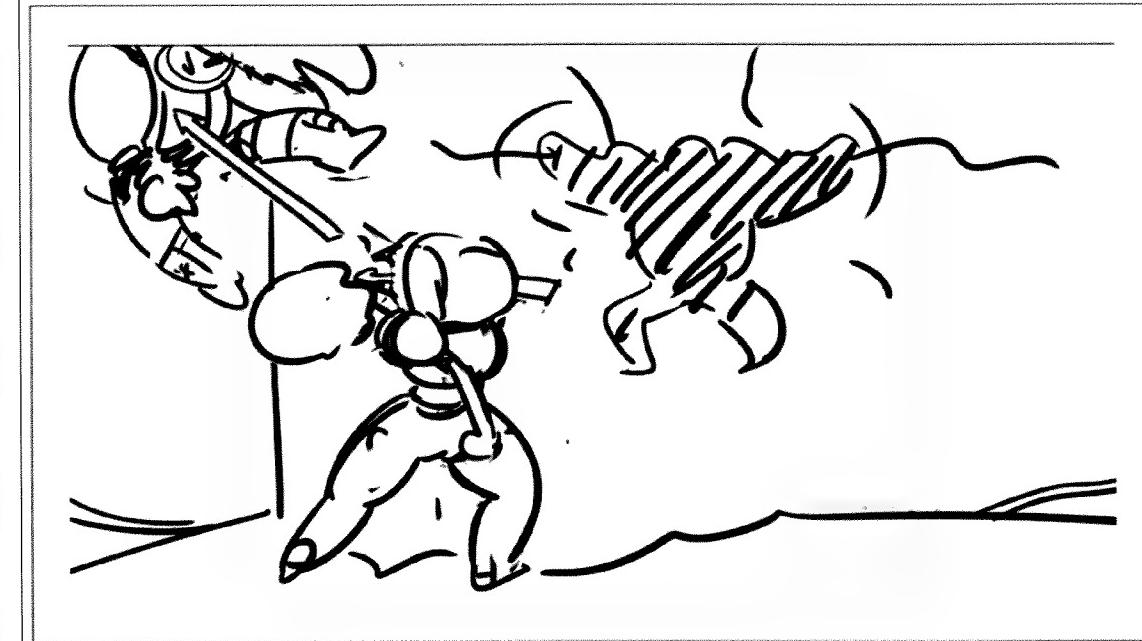


Action Notes  
Garnet swings and hits Amethyst.

Slugging  
0.03

Scene 209 Panel 6

209 *cont*



Action Notes  
Garnet knocks Amethyst OUT screen left.

Slugging  
0.04

JUL 09 2015

1020.011

1020.011

1020.011

Scene 209 Panel 7

209 *cont*



Scene 209 Panel 8

209 *cont*



1020.011

Slugging  
0.15

Action Notes  
Amethyst Jumps back IN screen left. Garnet dodges Amethyst attack by stepping back.

Slugging  
0.06

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1020.011

1020.011



1020 . 011

Slugging  
0.13



1020 . 011

Action Notes  
Amethystine grabs Garnet.  
Slugging  
0.04

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Scene

Panel

210

1



Slugging  
0.04

Scene

Panel

210

~~cont~~

2



Action Notes  
Amethyst resists Garnet pushing her.

Slugging  
0.14

JUL 09 2013

1020.011

1020.011



1020.011

## Dialog

STEVEN: GUYS STOP!

ALT: NO!

## Slugging

1.15

## Action Notes

Amethyst resists Garnet pushing her.

## Slugging

0.10

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1020.011

Scene 212 *cont* 2



Scene 212 *cont* 3



1020.011

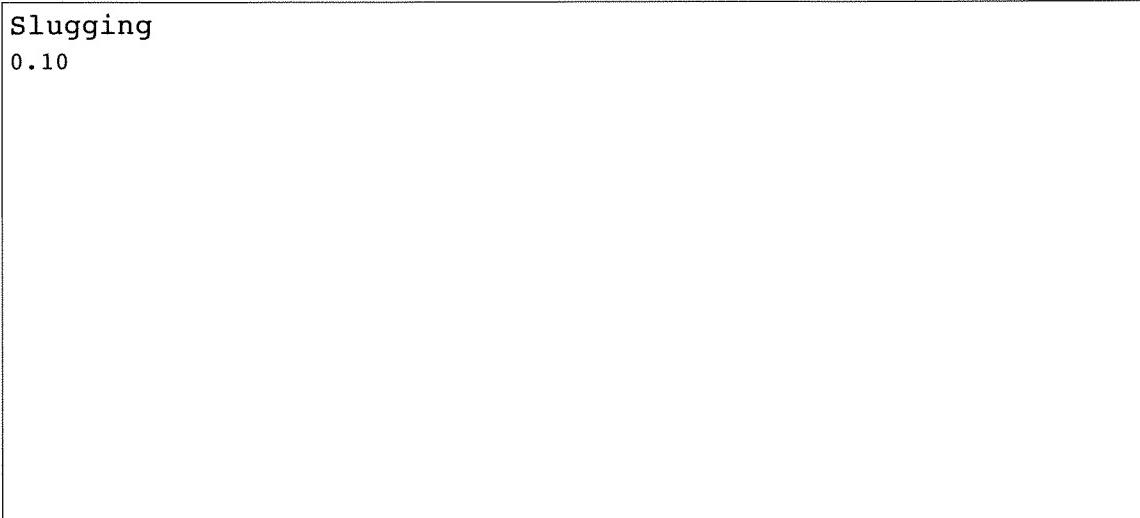
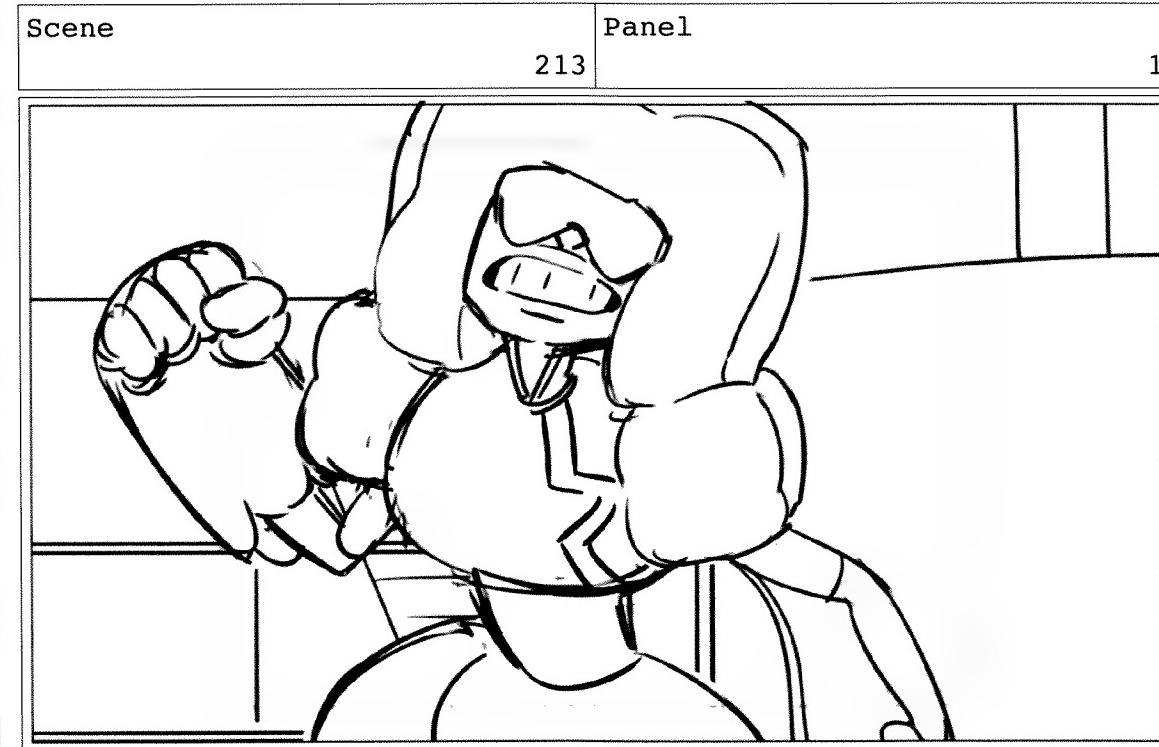
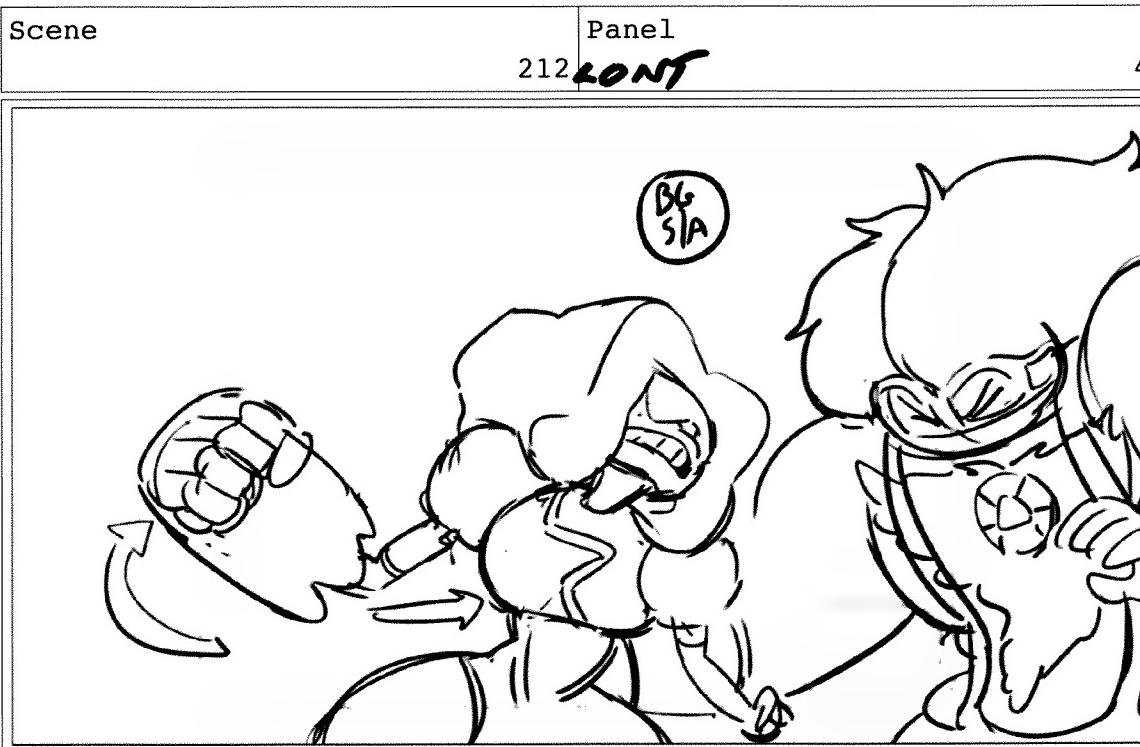
Slugging  
0.14

1020.011

Action Notes  
Garnet pushes Amethyst away.

Slugging  
0.08

JUL 09 2013



Action Notes  
Amethyst POV.

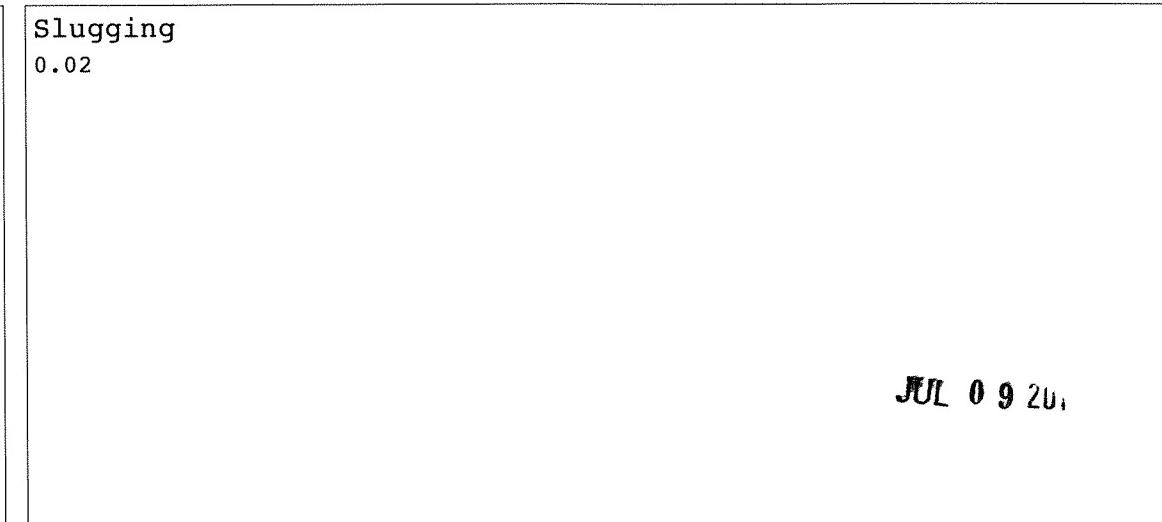
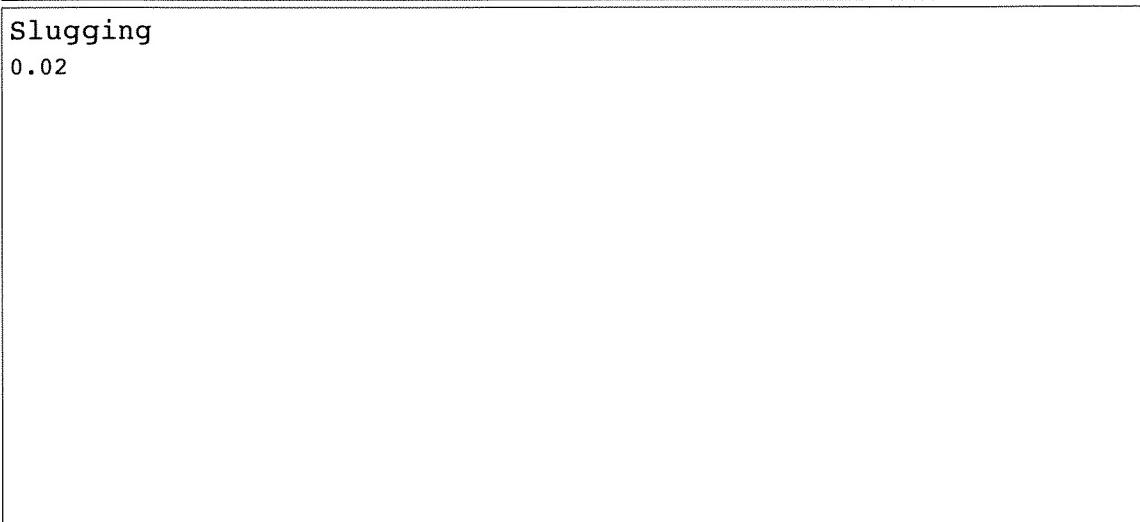
Slugging 0.11

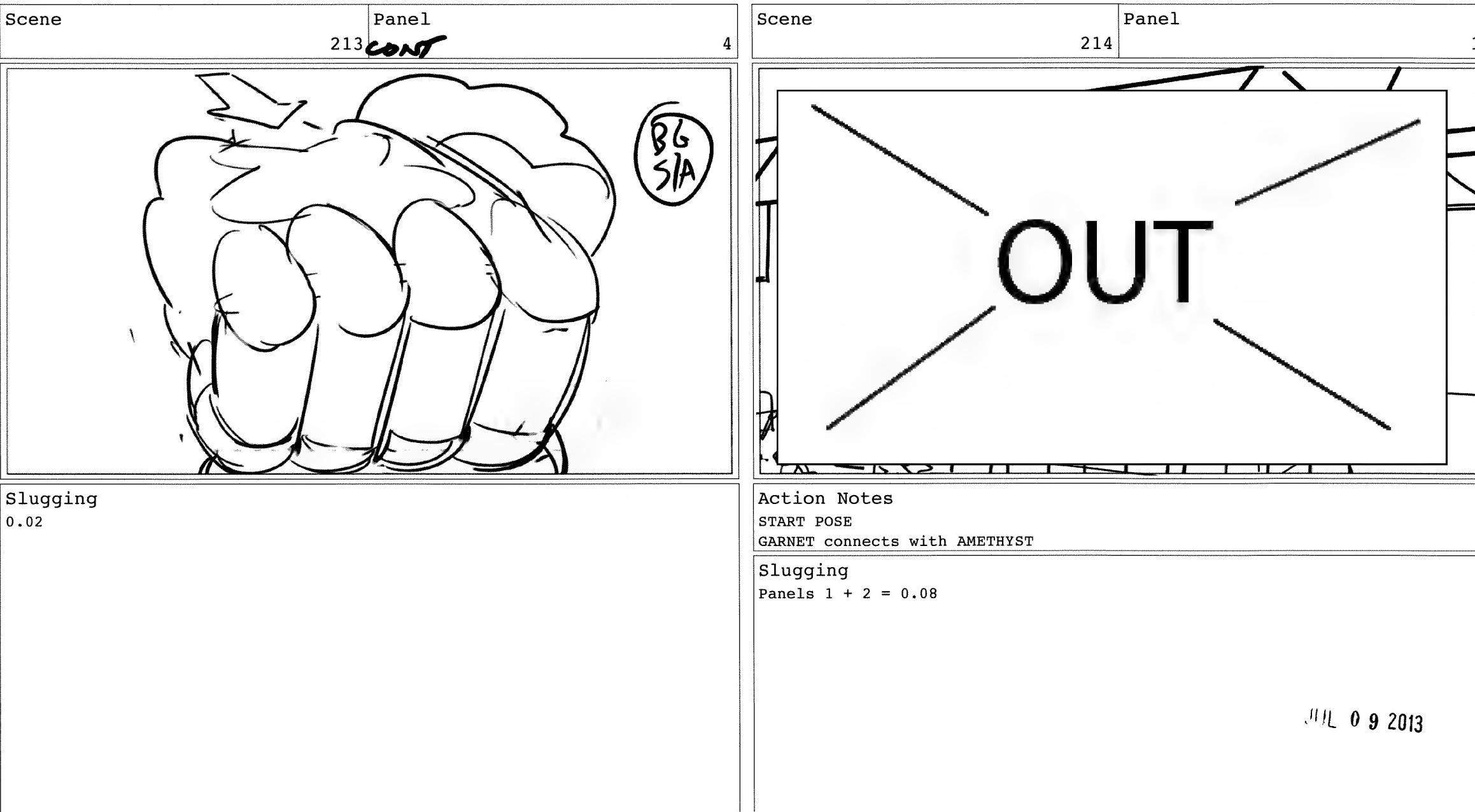
JUL 09 2013

1020.011

1020.011

1020.011

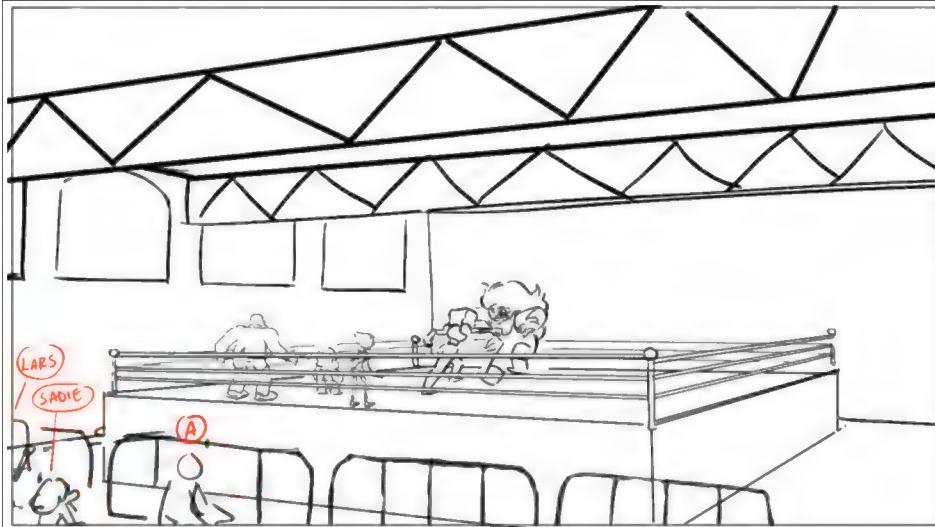




1020.011

1020.011

Scene	Duration	Panel	Duration
214	03:00	1	01:00

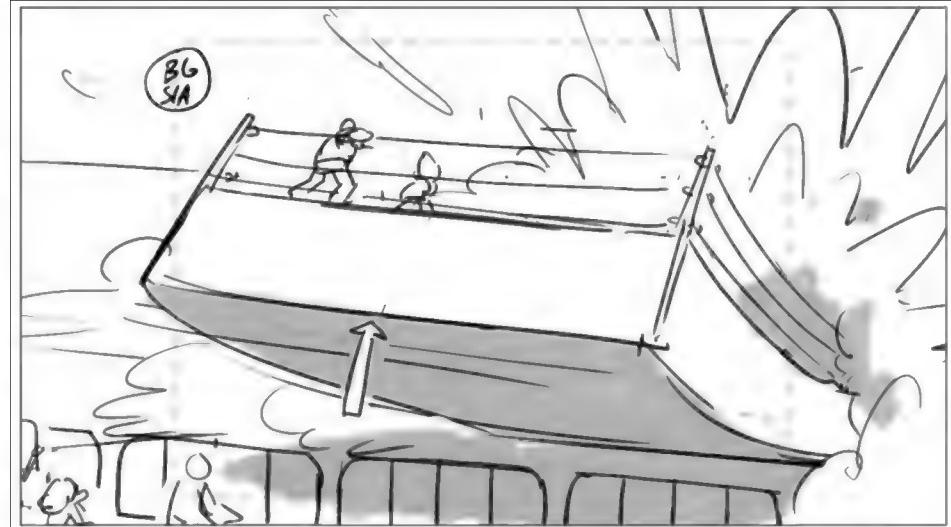


## Action Notes

START POSE

GARNET connects with AMETHYST

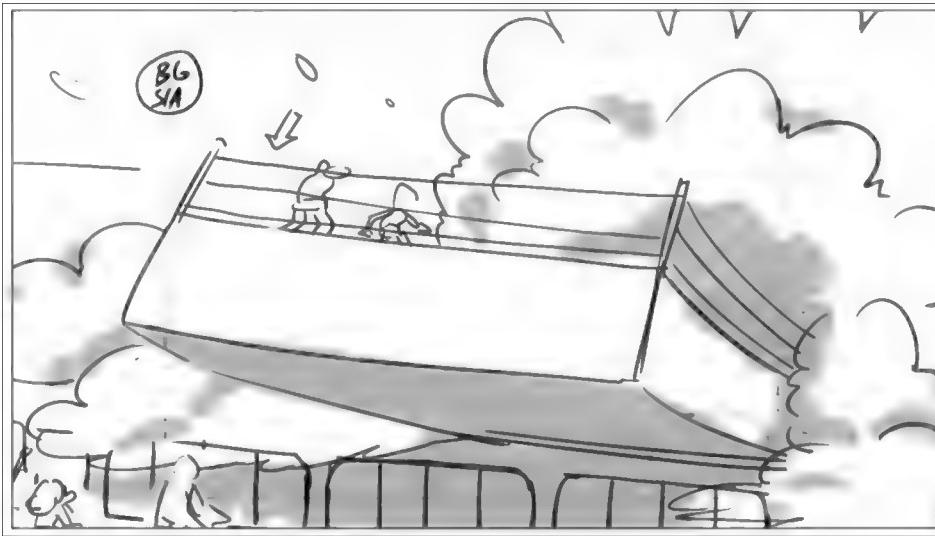
Scene	Duration	Panel	Duration
214	03:00	2	01:00



## Action Notes

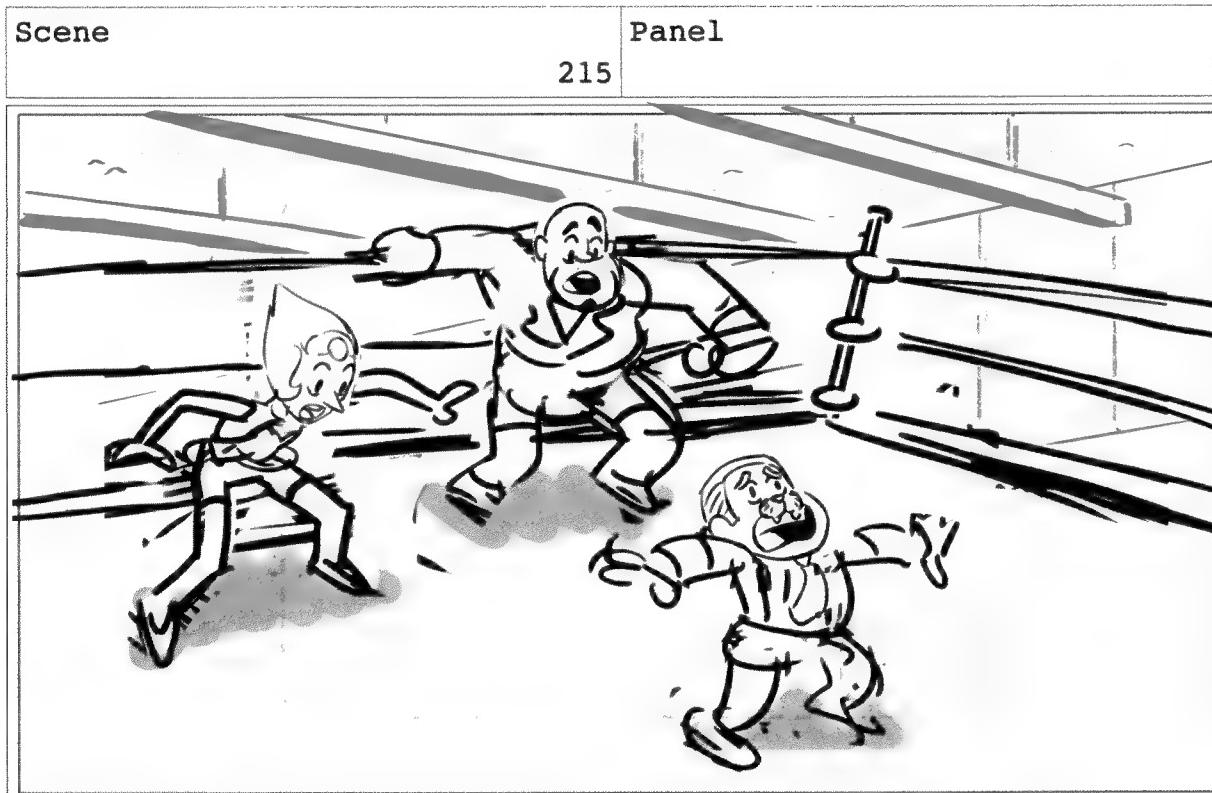
Impact causes stage to lift off the ground.

Scene	Duration	Panel	Duration
214	03:00	3	01:00



## Action Notes

Stage falls back down.



1020 . 011  
Slugging  
0.11

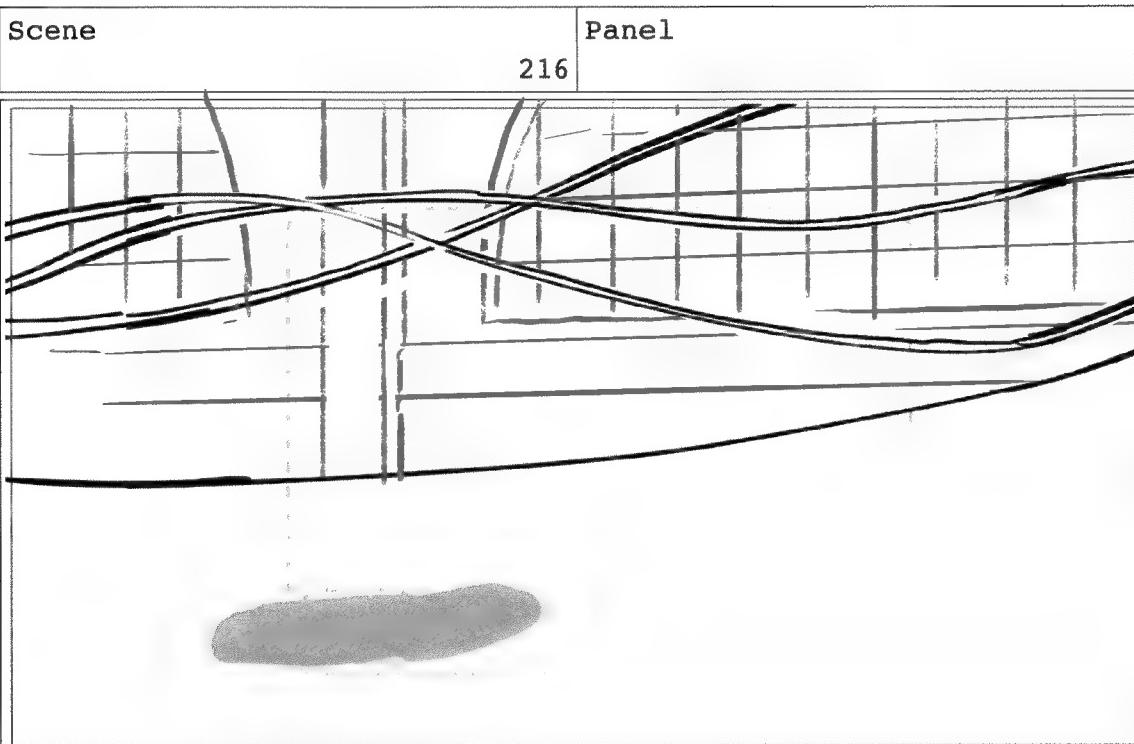
Action Notes  
The ring starts to fall, Steven floats up.

Slugging  
1.00

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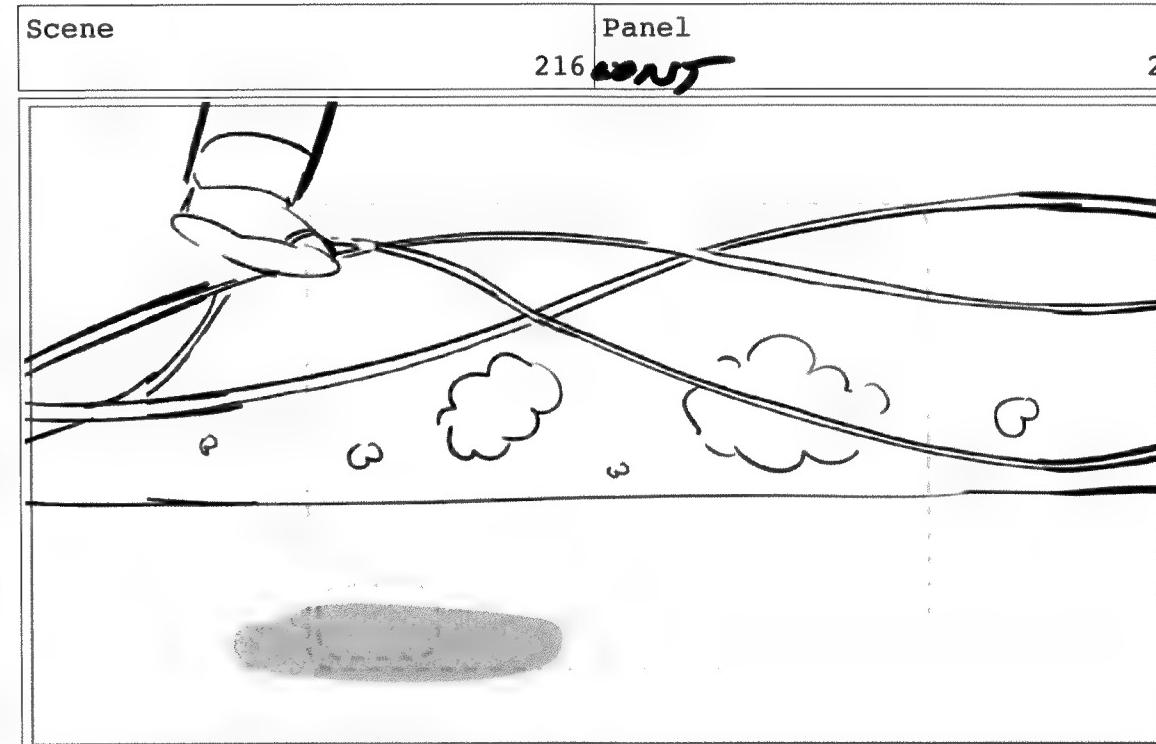
1020 . 011

1020 . 011



Action Notes  
Close-up shot of the ring falling.

Slugging  
0.04



Action Notes  
The ring loudly hits the ground.

Slugging  
0.04

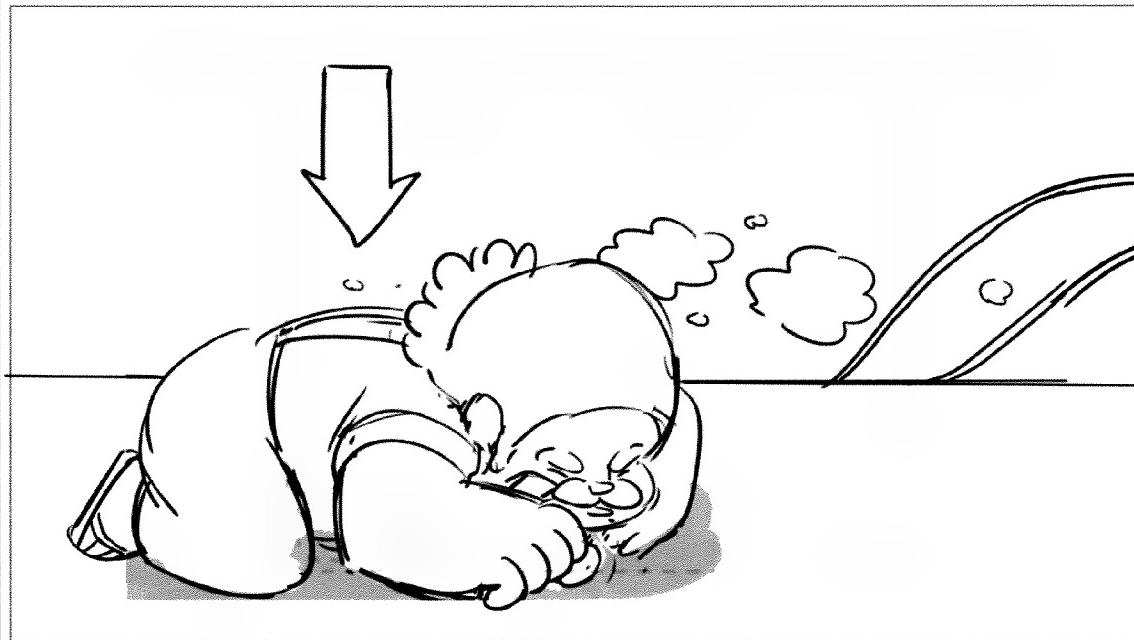
JUL 09 2013

1020.011

1020.011

1020.011

Scene 216 Panel *cont* 3



Action Notes  
Steven hits the ring.

Slugging  
1.06

Scene 216 Panel *cont* 4



Action Notes  
Mic rolls in.

Slugging  
Panels 4 + 5 = 1.04

JUL 09 2013

1020 . 011

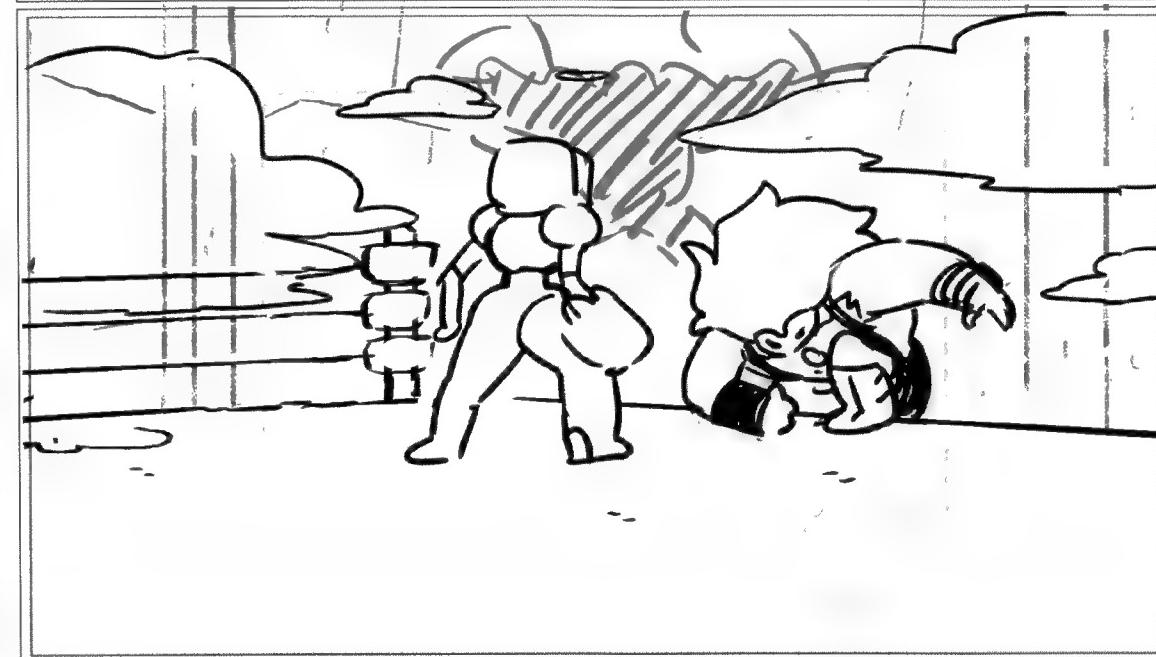
1020 . 011

1020 . 011

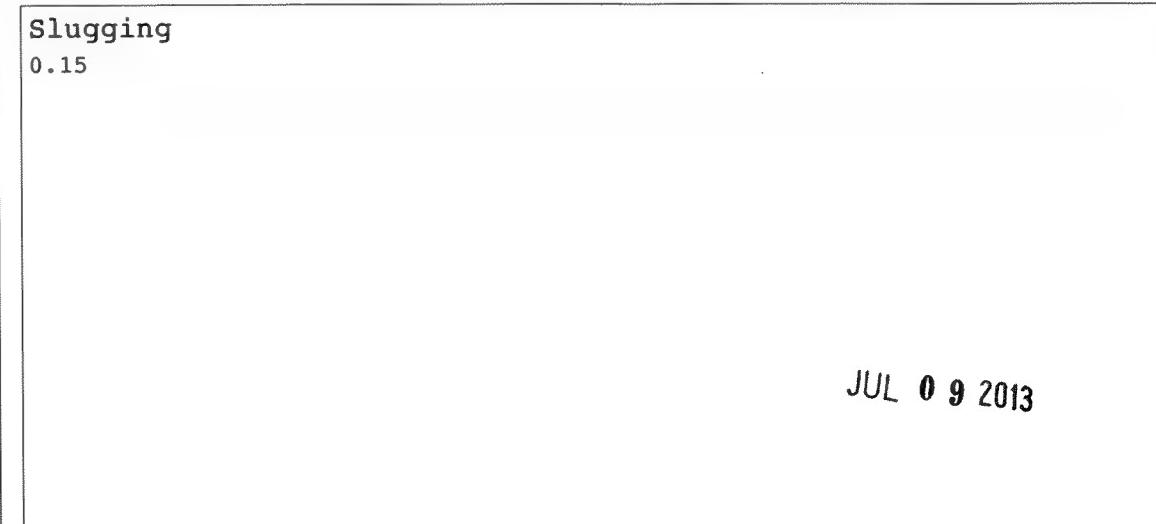
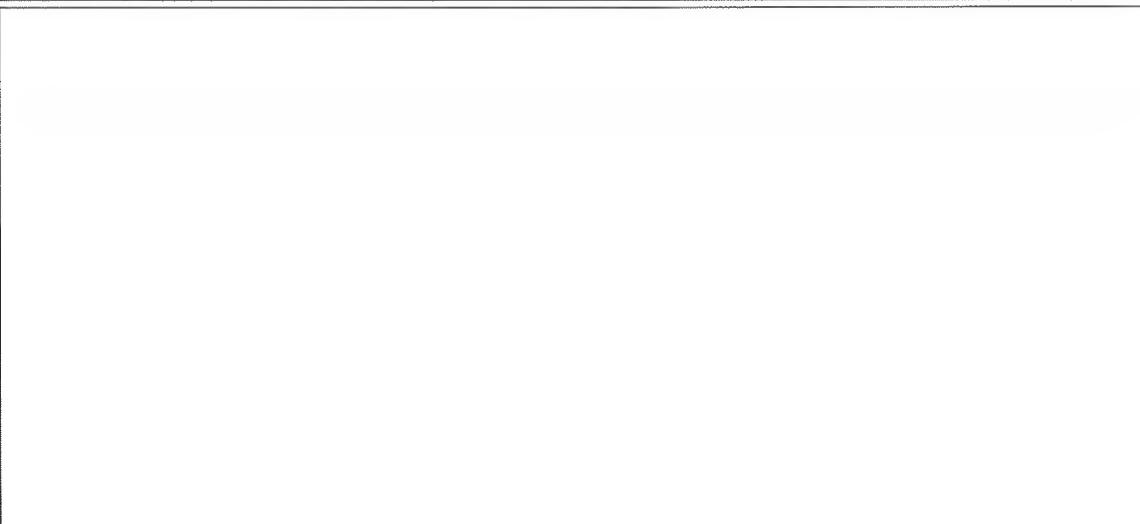
Scene 216 Panel 5  
*CONT*



Scene 217 Panel 1



1020-011



1020-011



Dialog  
STEVEN: WAIT!

Action Notes  
Steven IN screen left.

Slugging  
Panels 2 + 3 = 1.08



Dialog  
STEVEN: WAIT!

Action Notes  
Garnet and Amethyst stand off.

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102 p. 011

Scene 218 Panel 1



Slugging  
0.05

Scene 218 Panel 2 CONT



Action Notes  
React to Steven, turn to look at him.

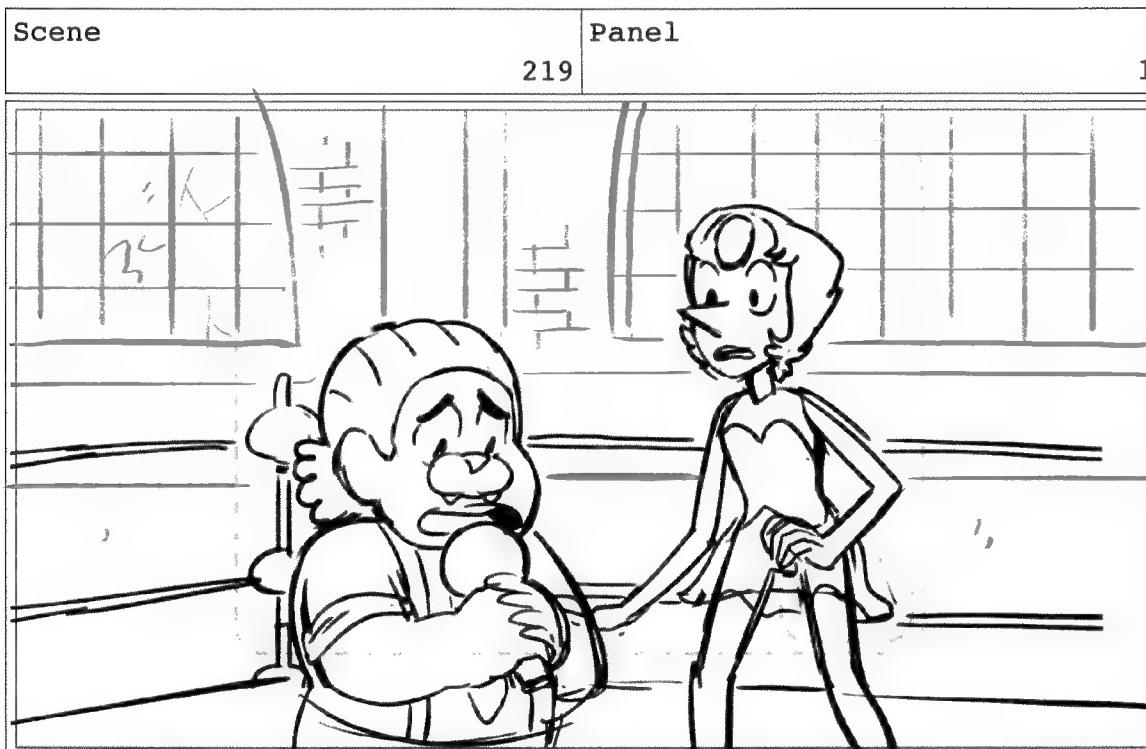
Slugging  
1.03

JIL 09 2013

1020.011

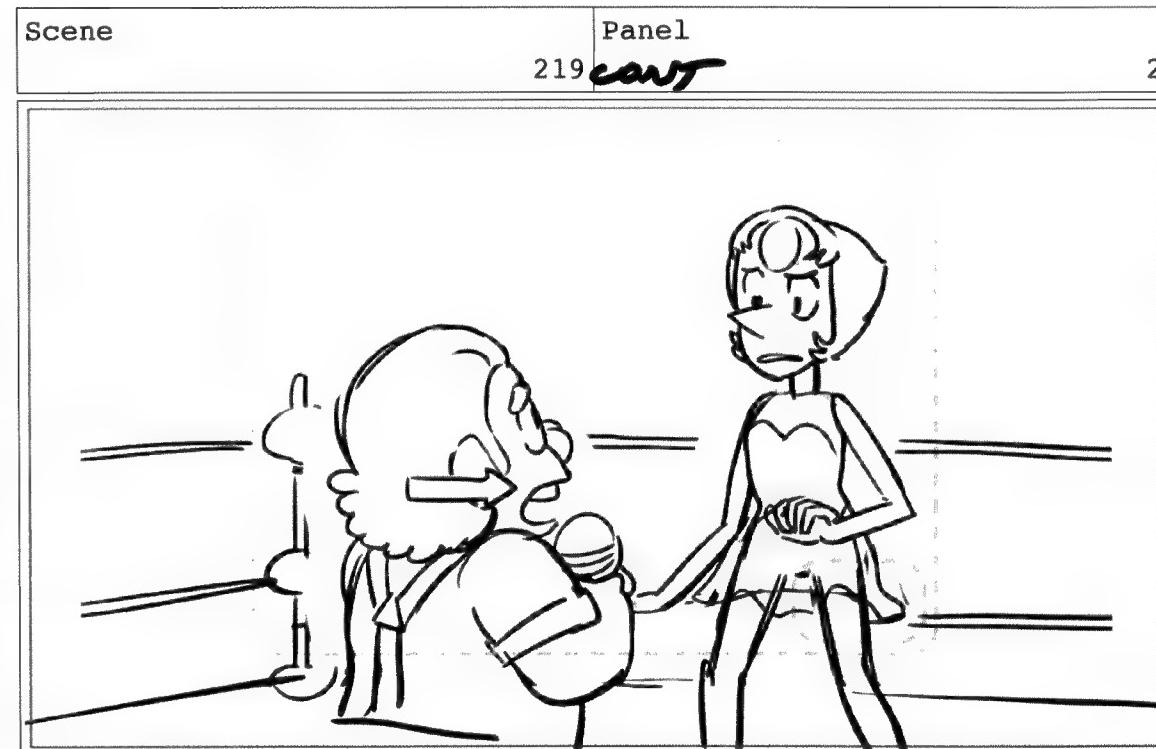
1020.011

1020.011



Dialog  
STEVEN: I WANT TO TELL YOU...

Slugging  
2.07



Dialog  
STEVEN: ...PURPLE PUMA'S BACK STORY.

Action Notes  
Steven turns to Pearl.

Slugging  
3.00

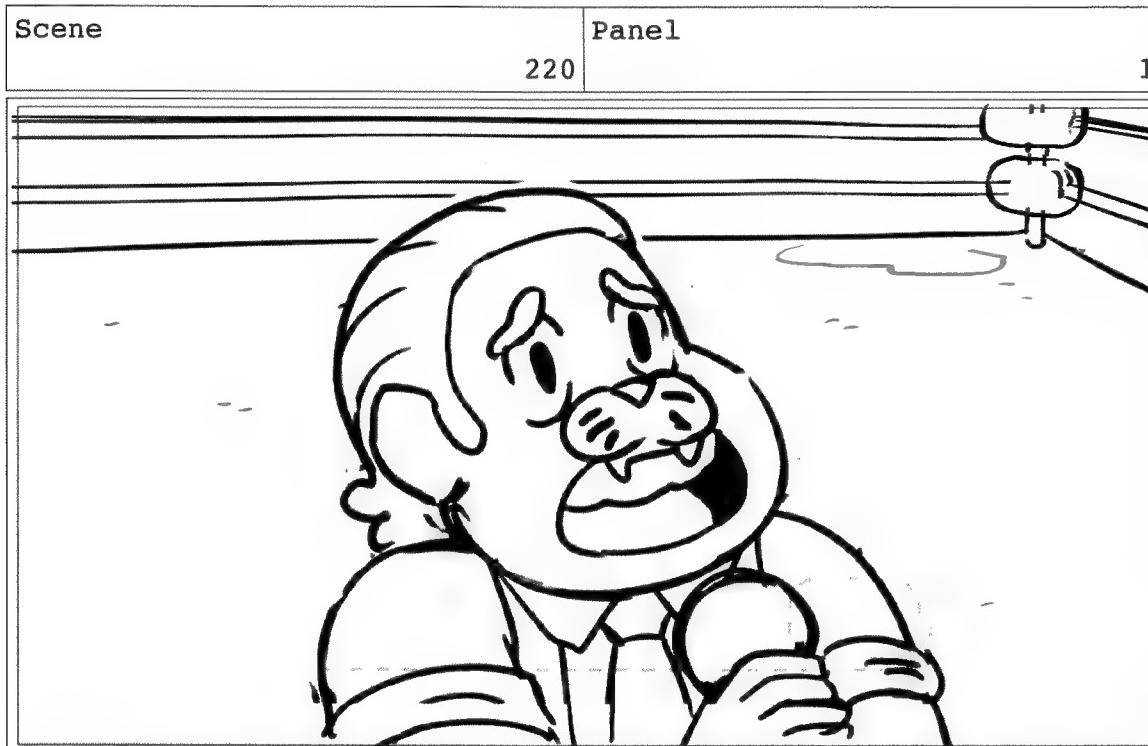
JUL 09 2013

1020.011

1020.011

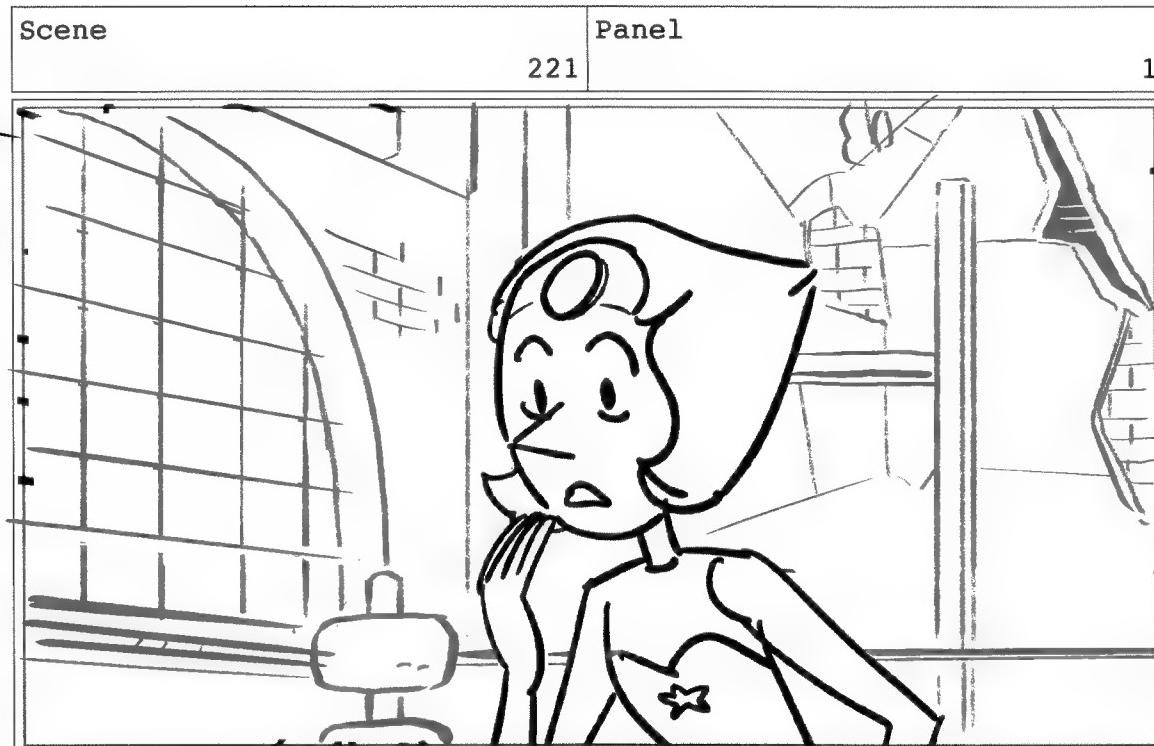
1020.011

1020.011



Dialog  
STEVEN: HE WAS THE WILDEST CAT IN THE JUNGLE. SO WILD,

Slugging  
5.13



Dialog  
STEVEN (os): ... THE OTHER CATS COULDN'T TAKE IT.

Slugging  
2.15

JUL 09 2013

1020.011

1020.011

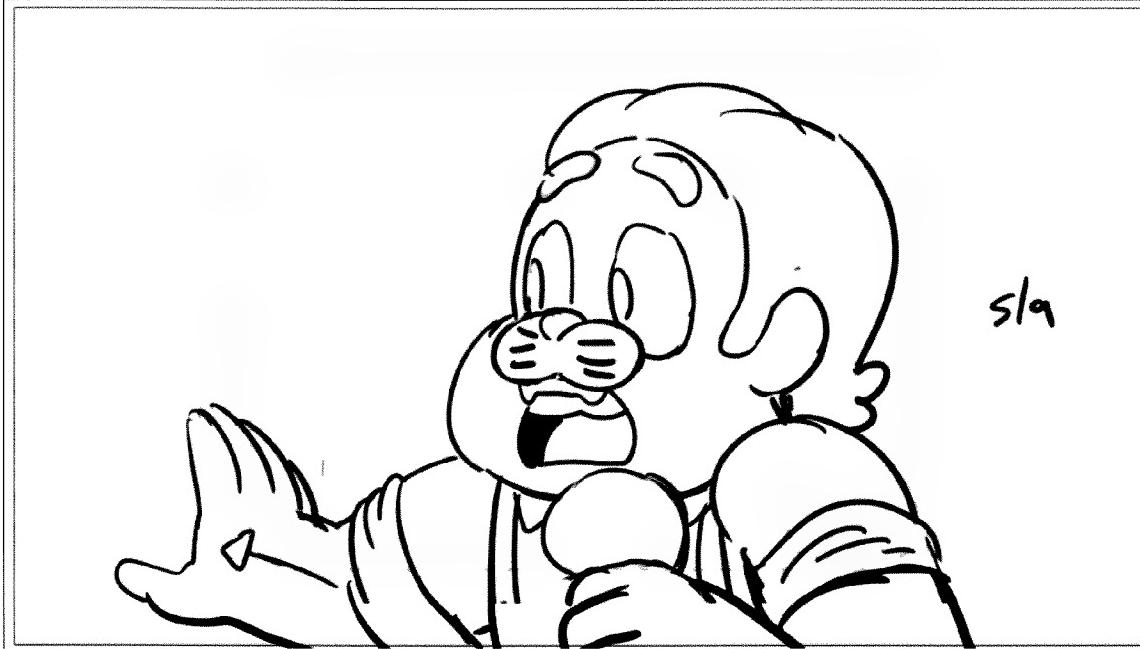


1020.011

1020.011

1020.011

Scene 222 Panel **CONT** 3



**Dialog**

STEVEN: I MEAN HE...

**Action Notes**

steven directs his speech towards the audience.

**Slugging**

1.08

Scene 222 Panel **CONT** 4



**Dialog**

STEVEN: WENT TO LOOK FOR SOMEWHERE HE FIT IN. SOMEWHERE...

**Slugging**

6.01

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1020.011

1020.011

1020.011

Scene 223 Panel 1



Dialog  
STEVEN (os): ...WITH OTHER PEOPLE WHO FELT MISUNDERSTOOD.

Slugging  
4.04

Scene 223 Panel 2



Dialog  
SADIE: THAT REALLY SOUNDS LIKE STEVEN.

Slugging  
2.01

JUL 09 2013

1020.011

1020.011

1020.011

Scene 223 Panel 3

*cont*



Dialog

LARS: SHH!

Action Notes

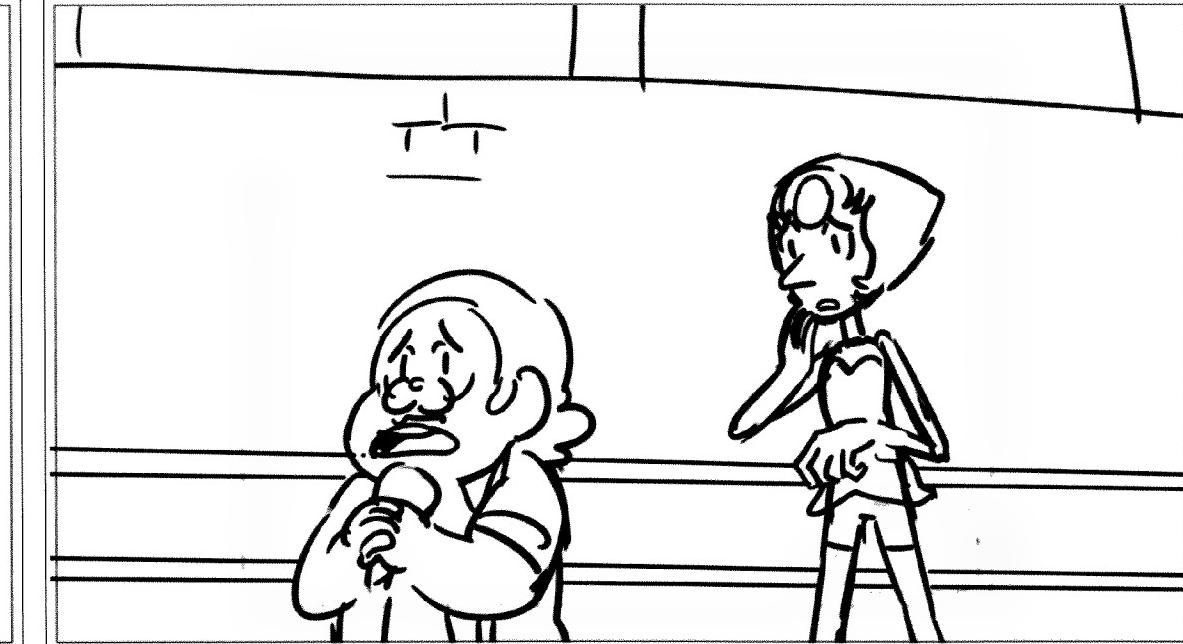
Lars nudges Sadie.

Slugging

0.15

Scene 224 Panel 1

1



Dialog

STEVEN: THAT'S WHY...

Slugging

0.10

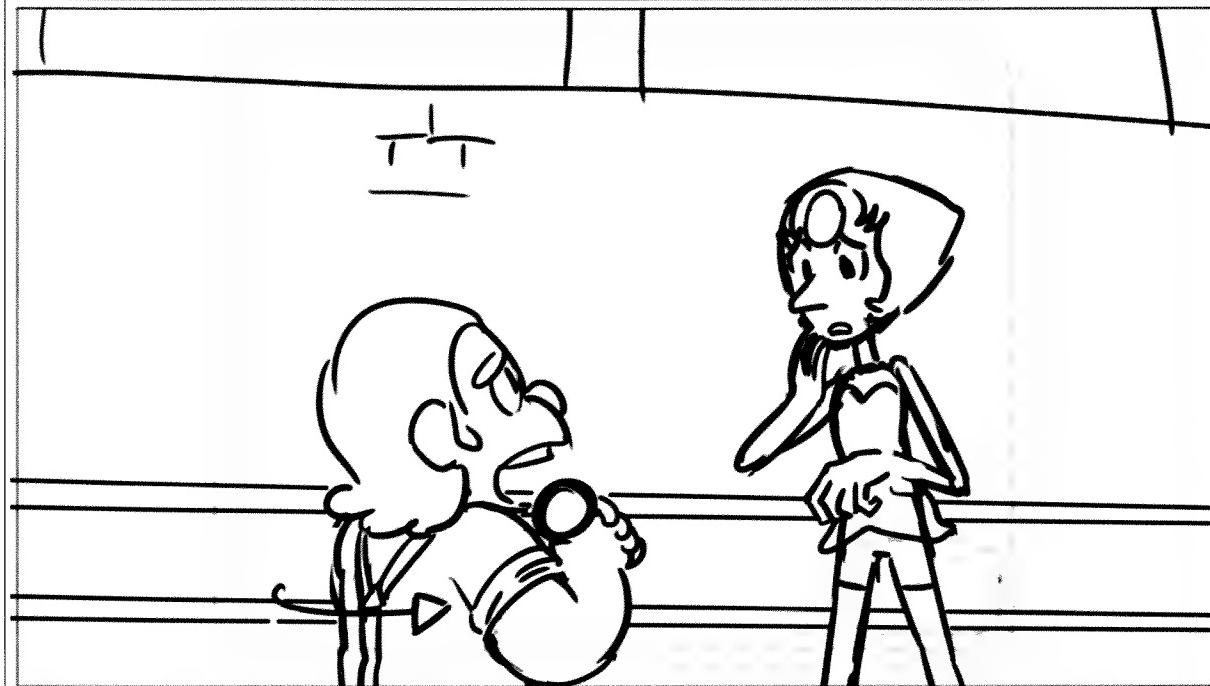
JUL 09 2013

1020.011

1020.011

1020.011

Scene 224 Panel 1  
224 cont



Dialog

STEVEN: ...WE'RE ALL HERE.

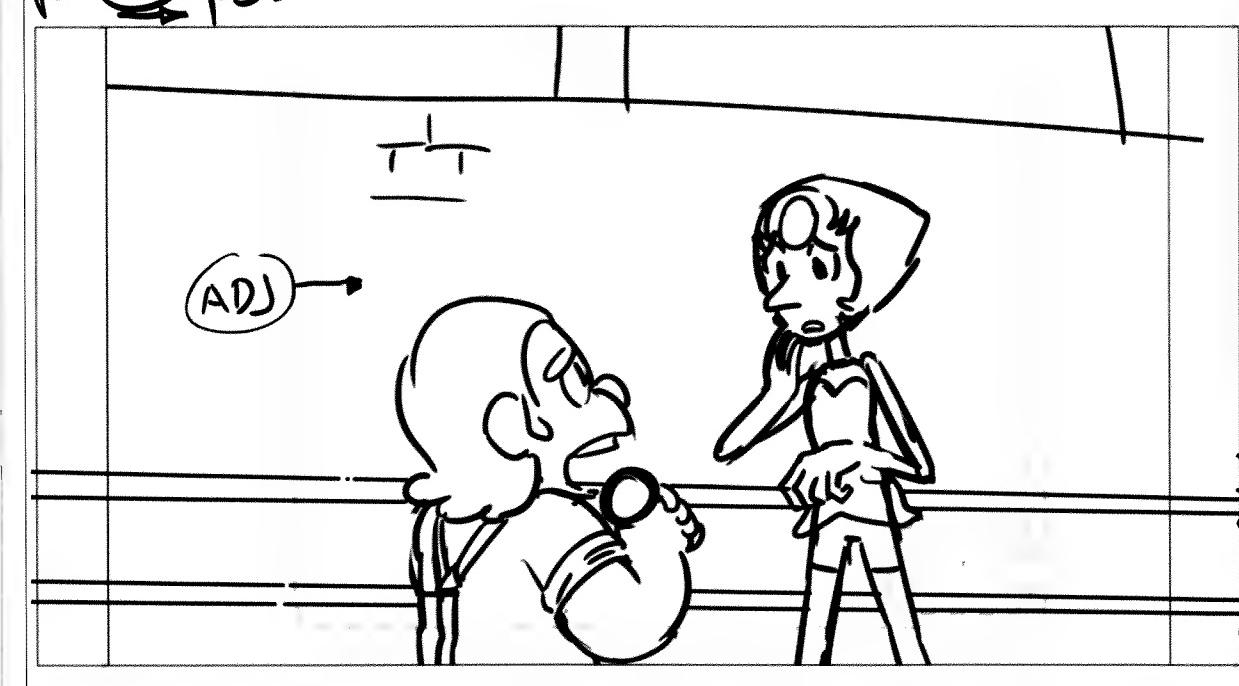
Action Notes

Steven turns back to Pearl.

Slugging

1.06

Scene 224 Panel 2  
pos A pos B



Dialog

STEVEN: TO BE WILD...

Action Notes

Steven takes a step forward towards Pearl.

Adjust camera with Steven

Slugging

1.06

JUL 09 2013

1020.011

1020.011

Scene 224 *cont* Panel 4



Dialog

STEVEN: ...AND FREE.

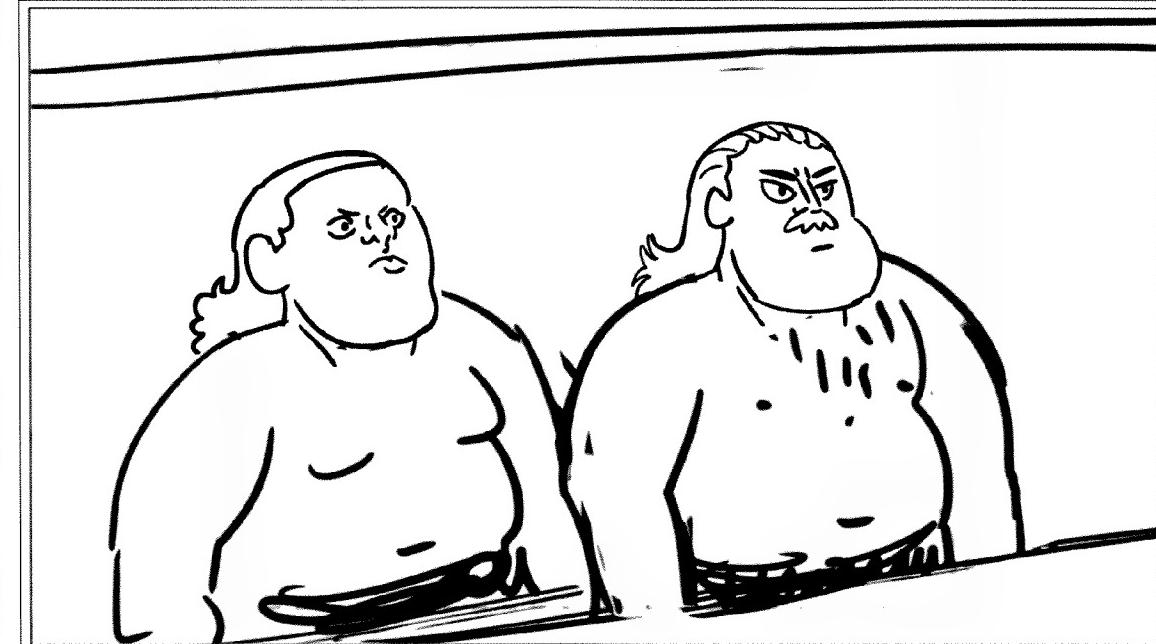
Action Notes

Steven turns to look at Garnet (stage right) and Pearl turns to look after him.

Slugging

1.06

Scene 225 Panel 1



Dialog

STEVEN (os): AND BODY SLAM EACH OTHER!

Slugging

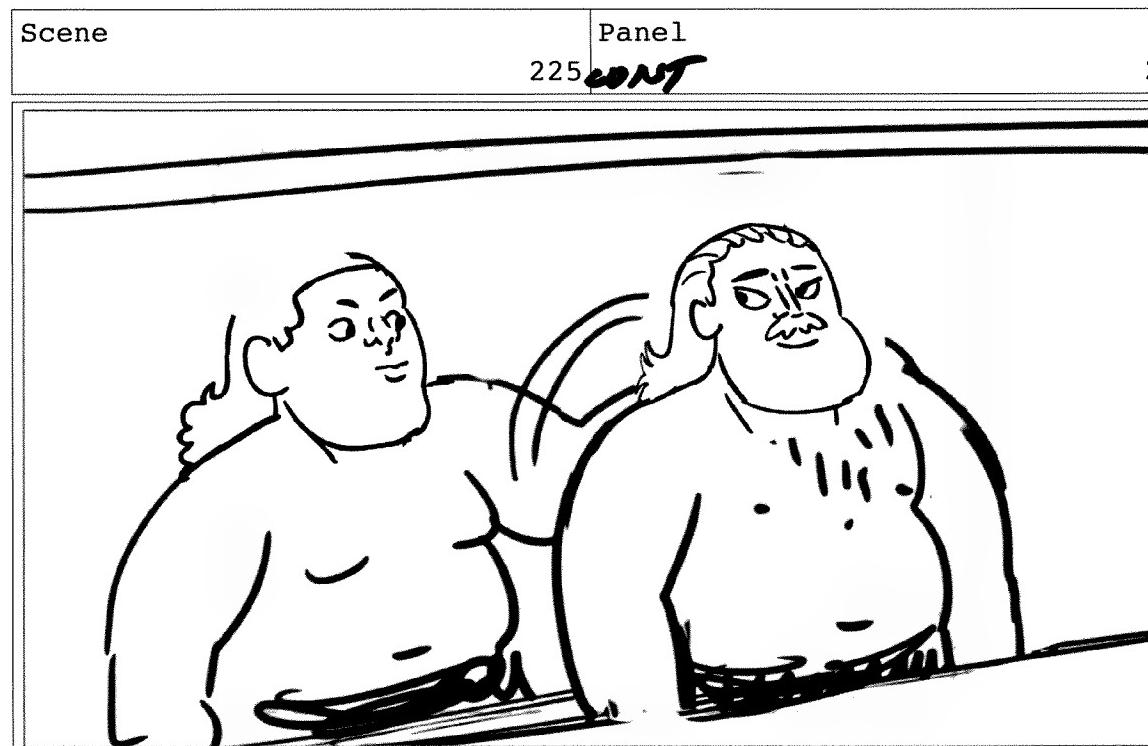
1.04

09 2013

1020.011

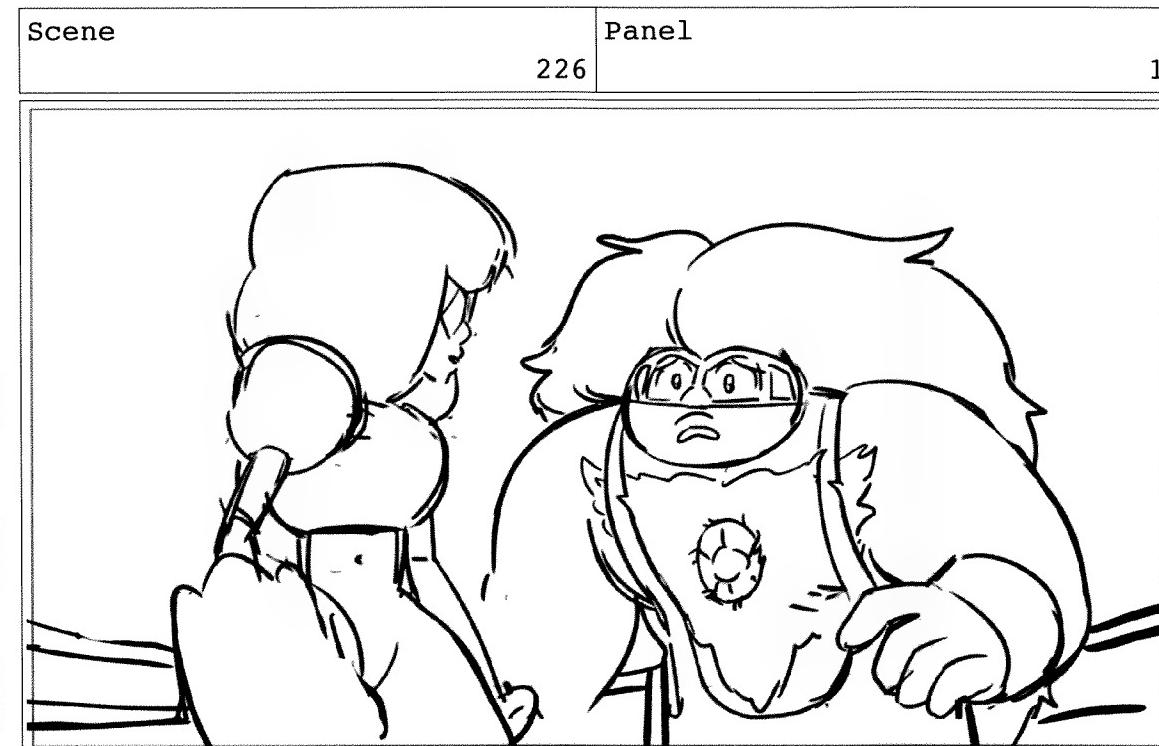
1020.011

1020.011



1020 . 011

Slugging  
2.01



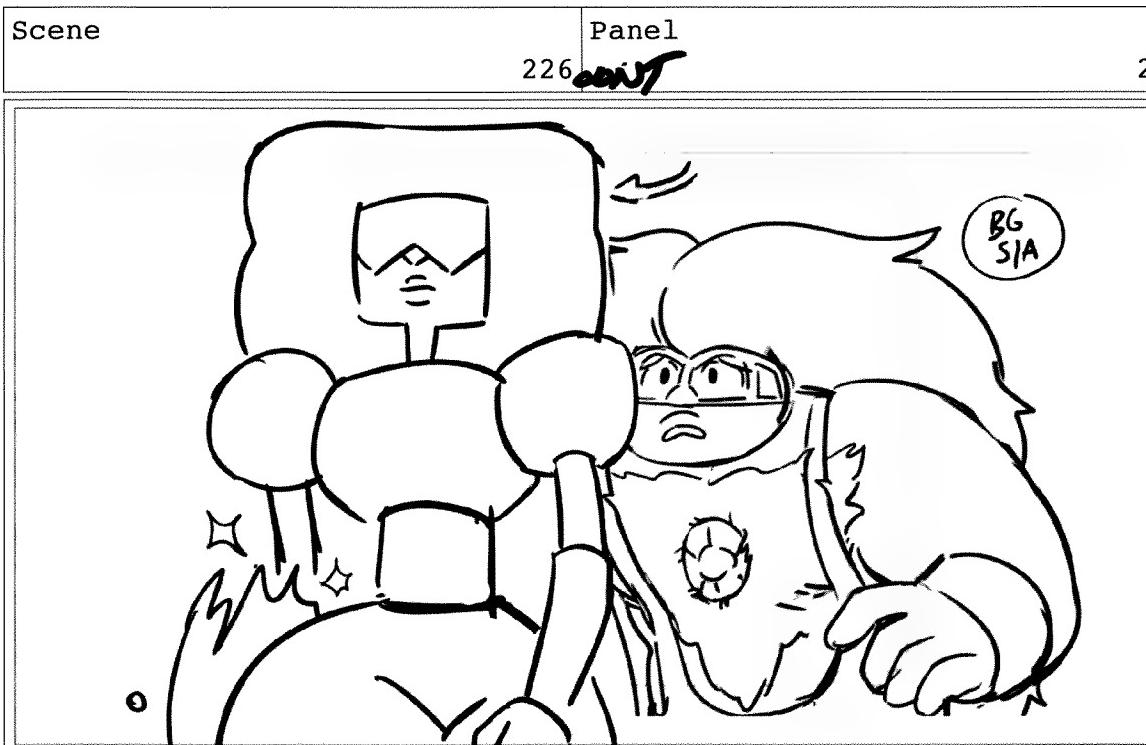
1020 . 011

Dialog  
STEVEN (os): AND WEAR COOL COSTUMES.  
Slugging  
2.03

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1020 . 011

1020 . 011

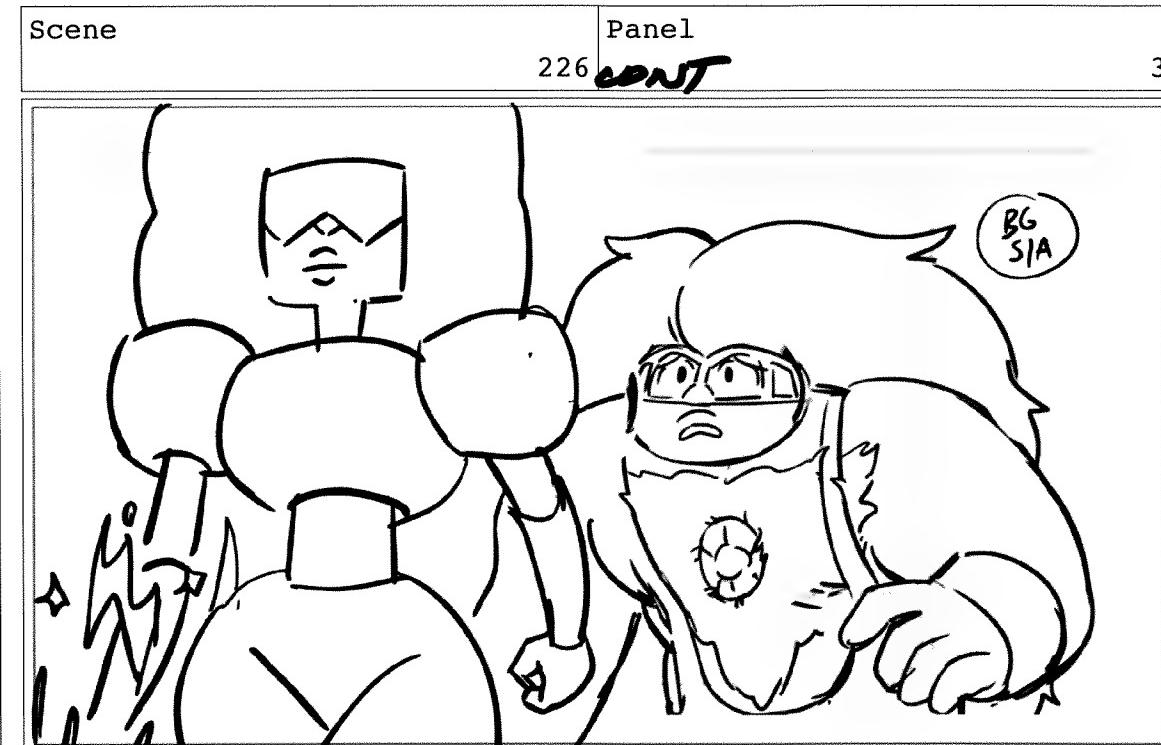


Dialog  
STEVEN (os): AND MAKE UP NICK NAMES.

Action Notes  
Garnet turns and walks slightly left and towards camera.

Amethyst eyes follow Garnet.

Slugging  
Panels 2 to 4 = 1.06



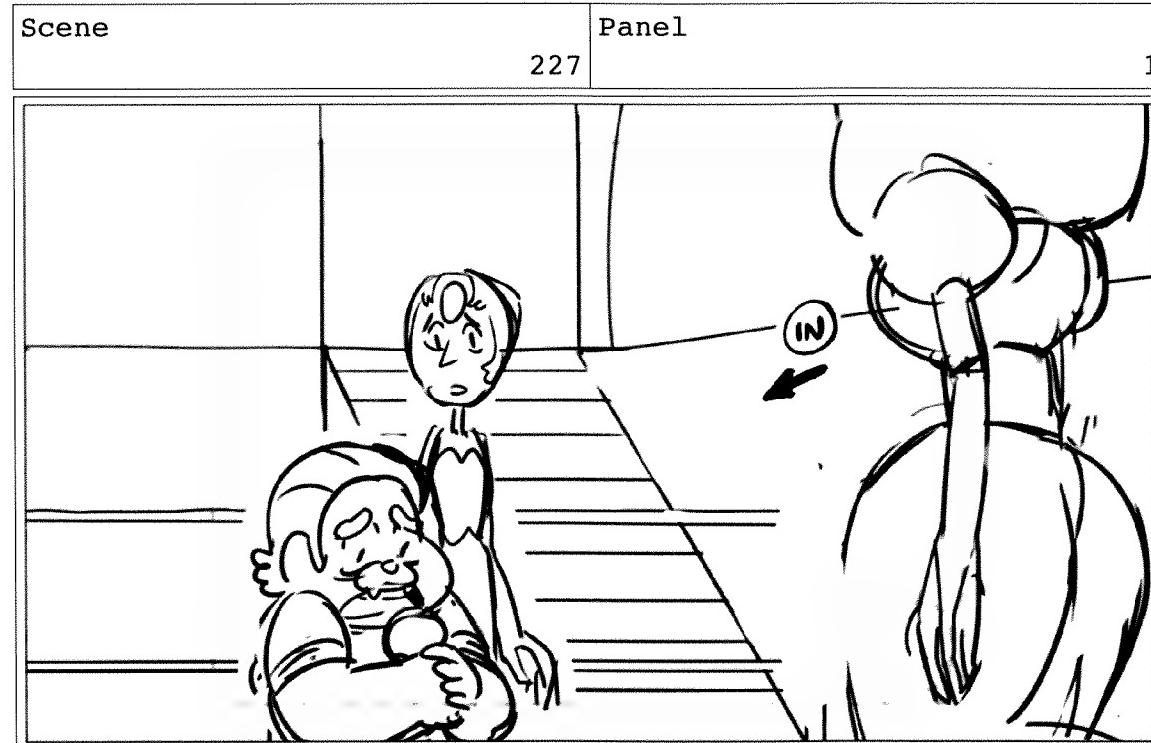
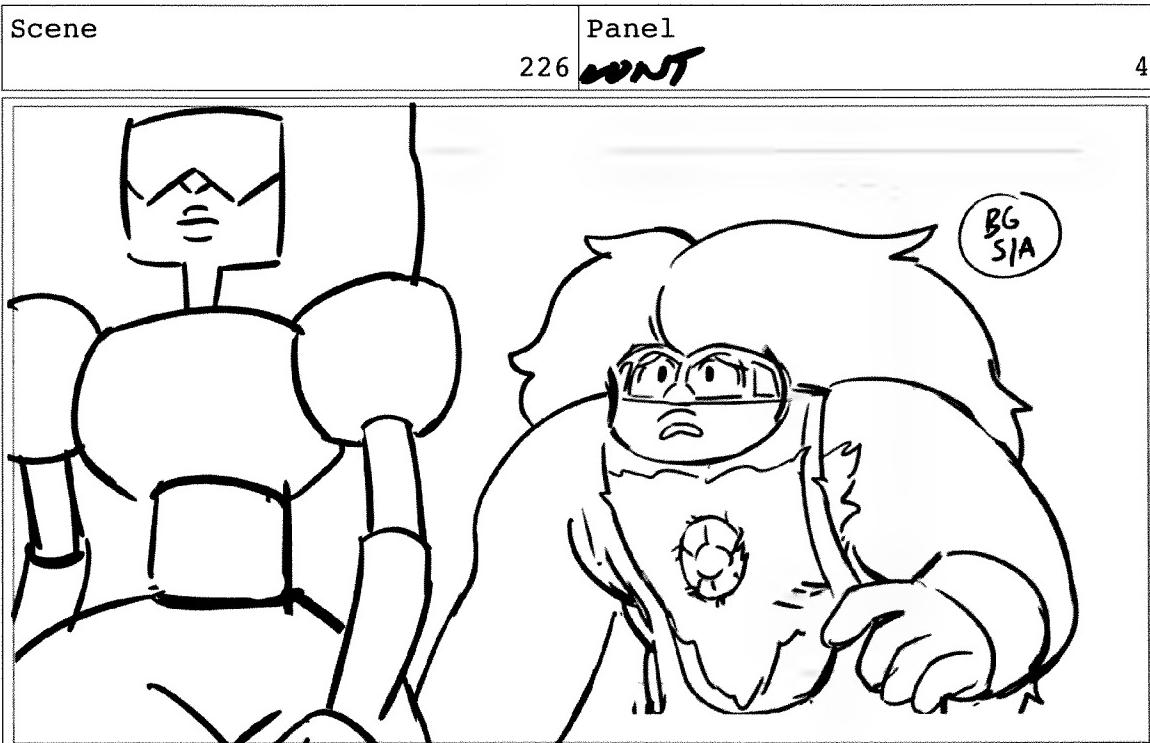
Dialog  
STEVEN (os): AND MAKE UP NICK NAMES.

Action Notes  
Garnet's gauntlet disappears.

JUL 09 2011

1020 . 011

1020 . 011



## Dialog

STEVEN (os): AND MAKE UP NICK NAMES.

## Dialog

STEVEN: AND...AND...UUH

## Action Notes

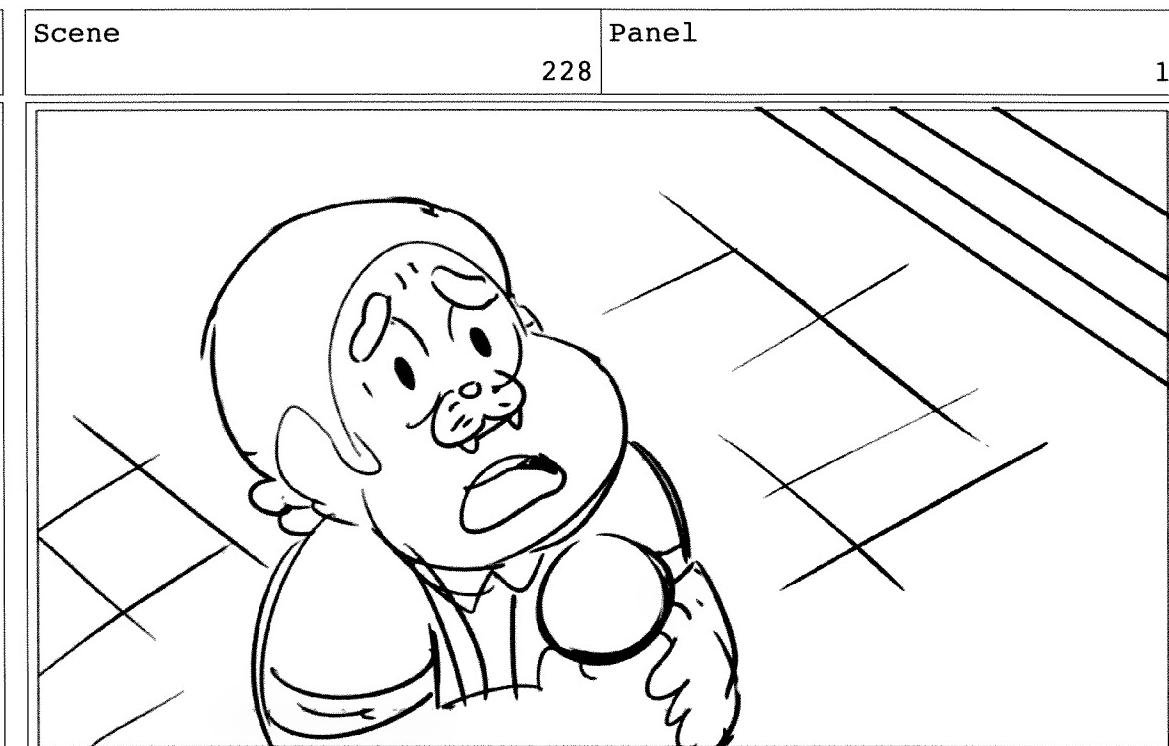
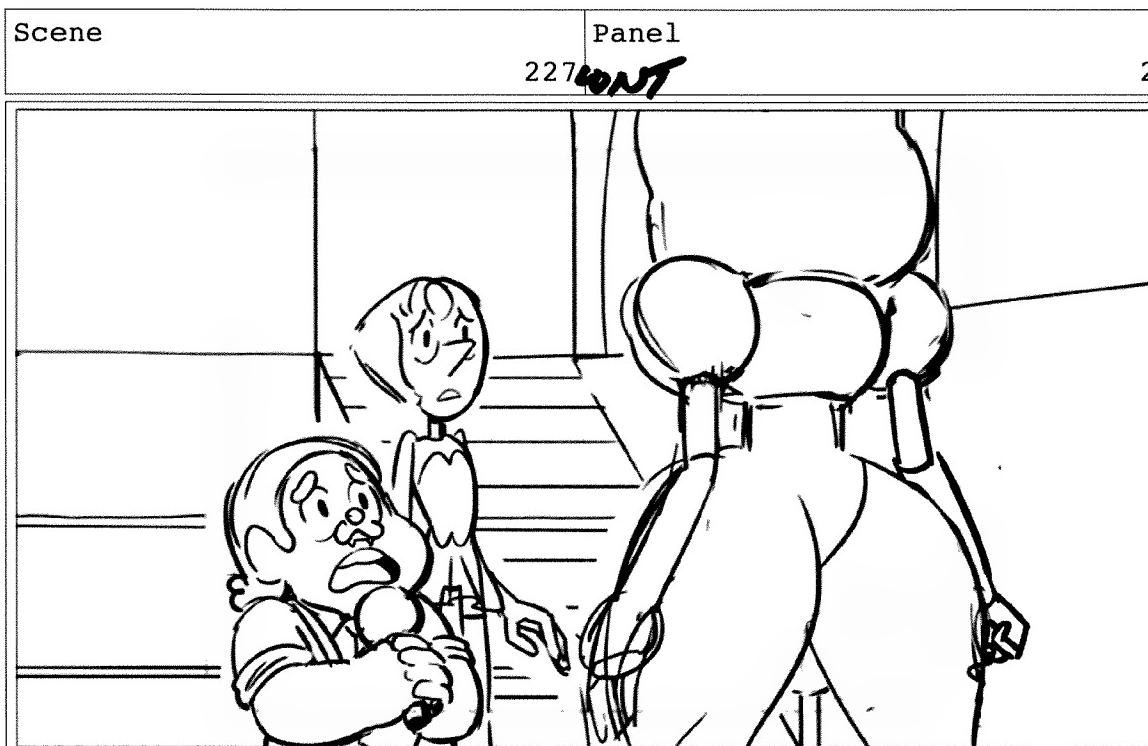
Steven getting flustered.  
Garnet in.

## Slugging

2.03

JUL 09 2015

1020.011



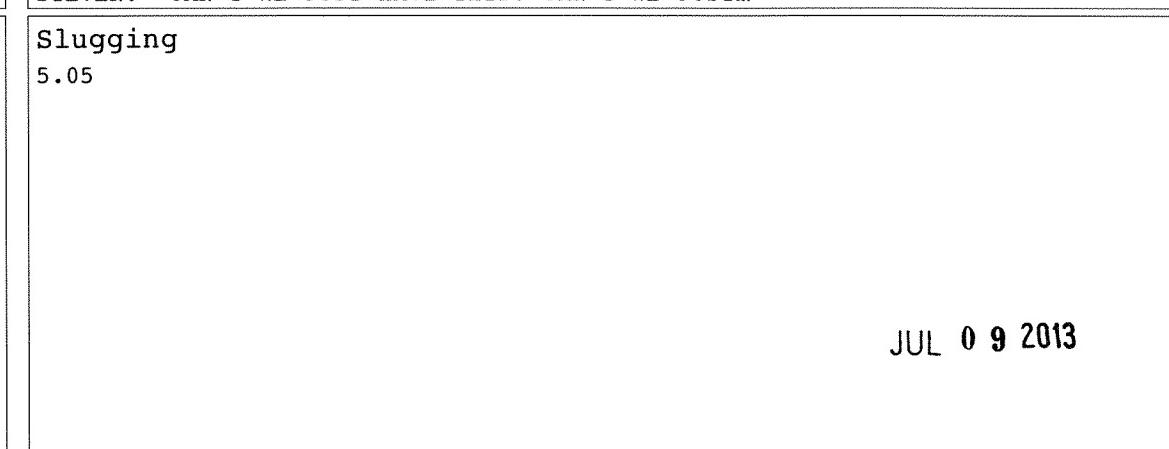
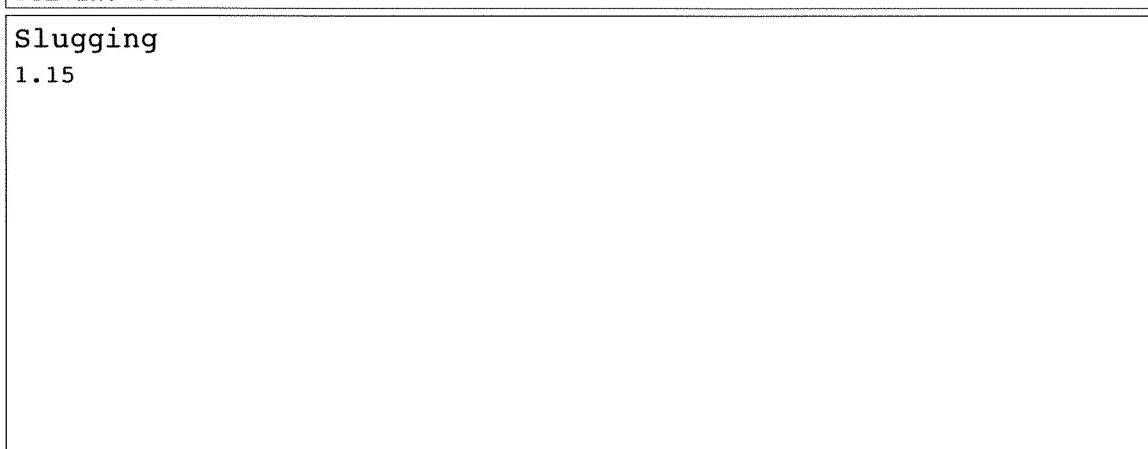
Dialog  
STEVEN: SO?

Slugging  
1.15

Dialog  
STEVEN: CAN'T WE JUST HAVE THIS? CAN'T WE JUST...

Slugging  
5.05

JUL 09 2013

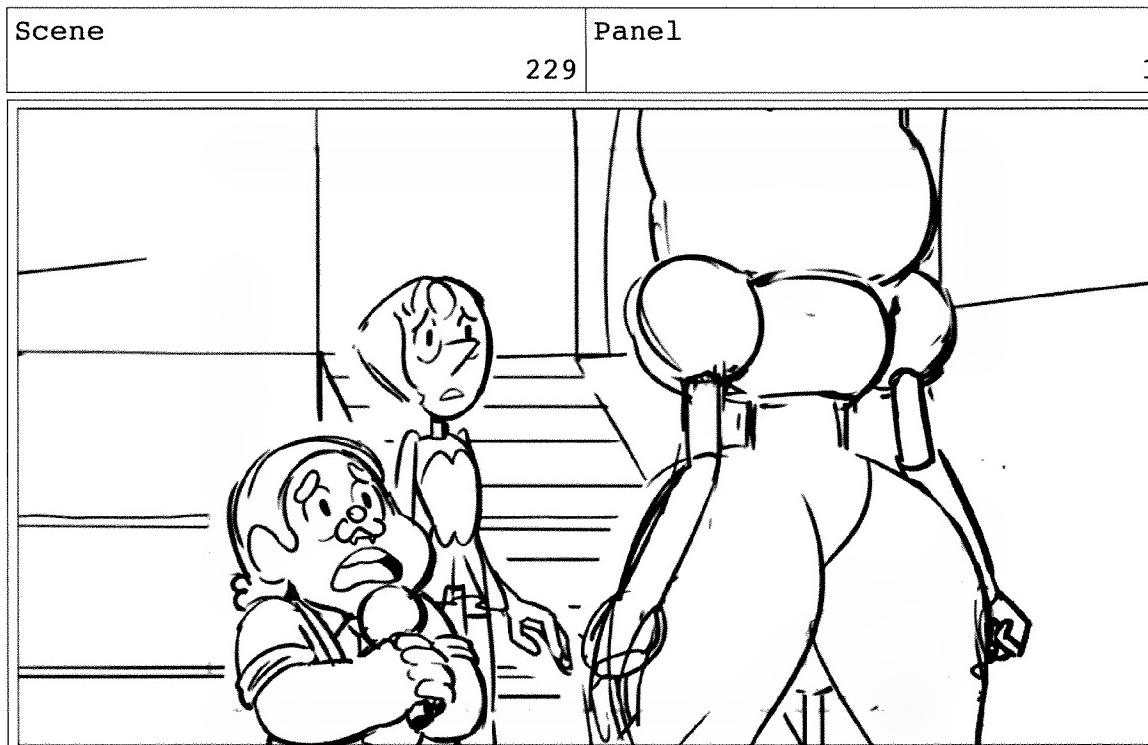


1020.011

1020.011

1020.011

1020.011

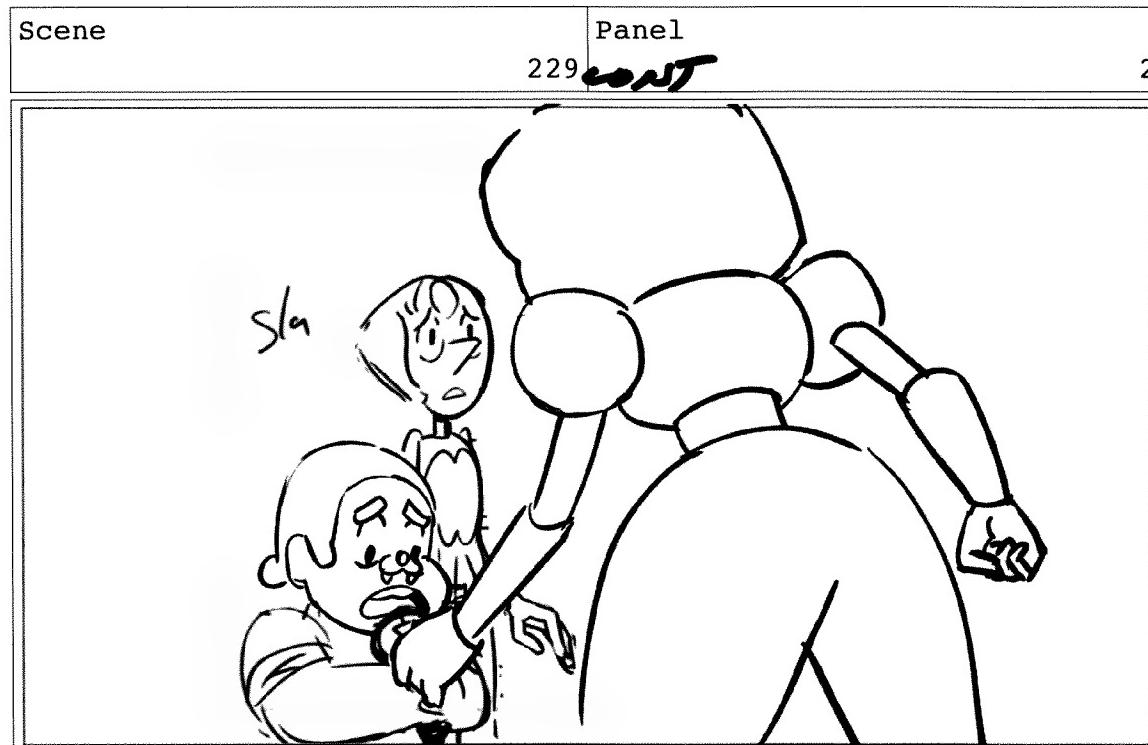


## Dialog

STEVEN: WRESTLE?

## Slugging

1.14



## Action Notes

Garnet takes the mic from Steven.

## Slugging

0.08

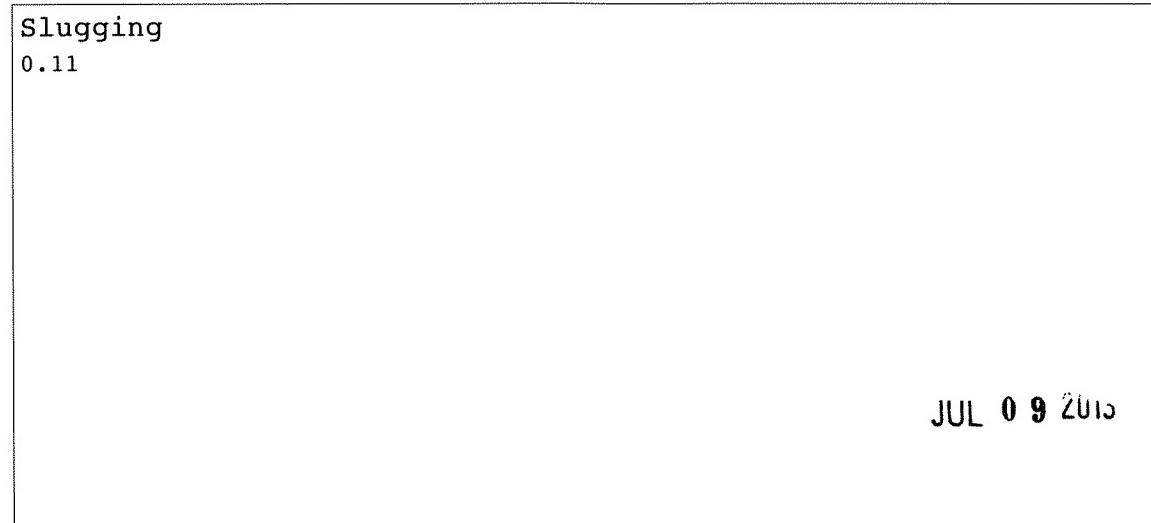
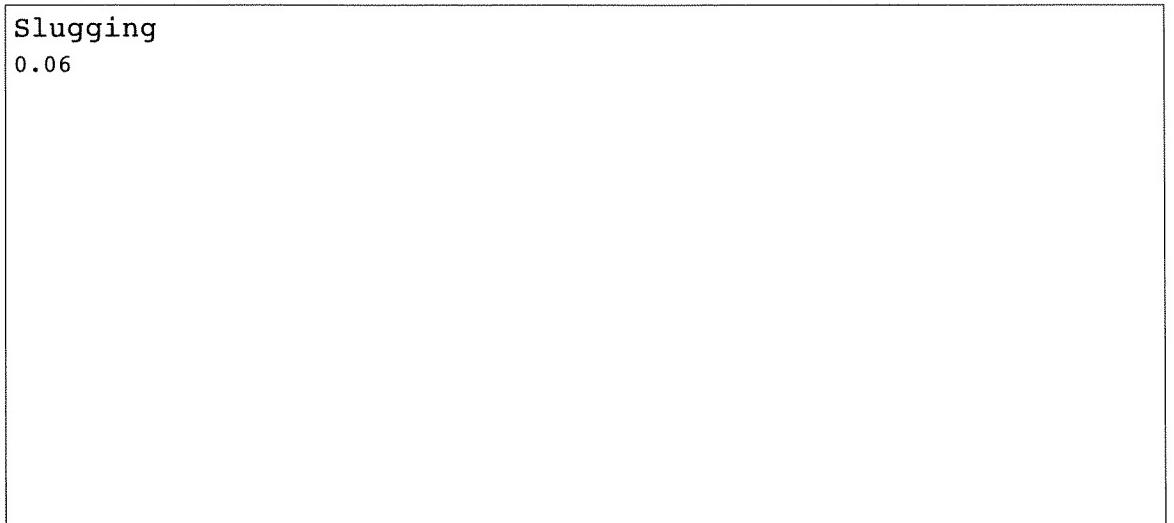
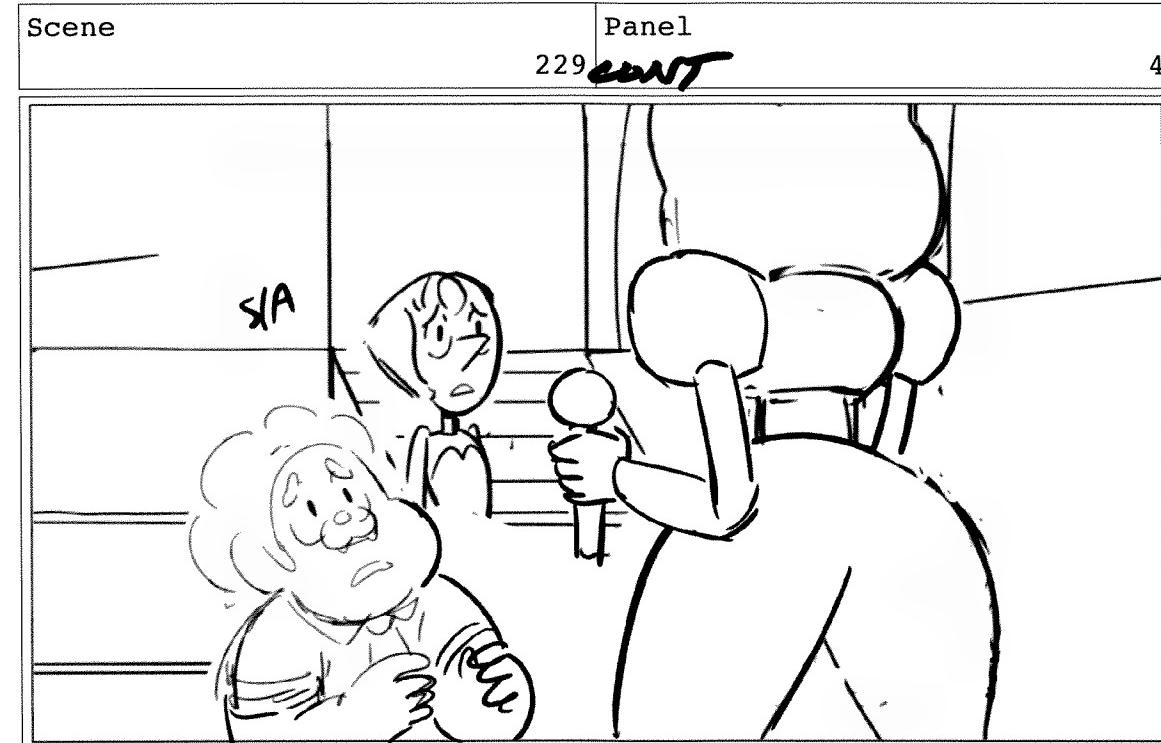
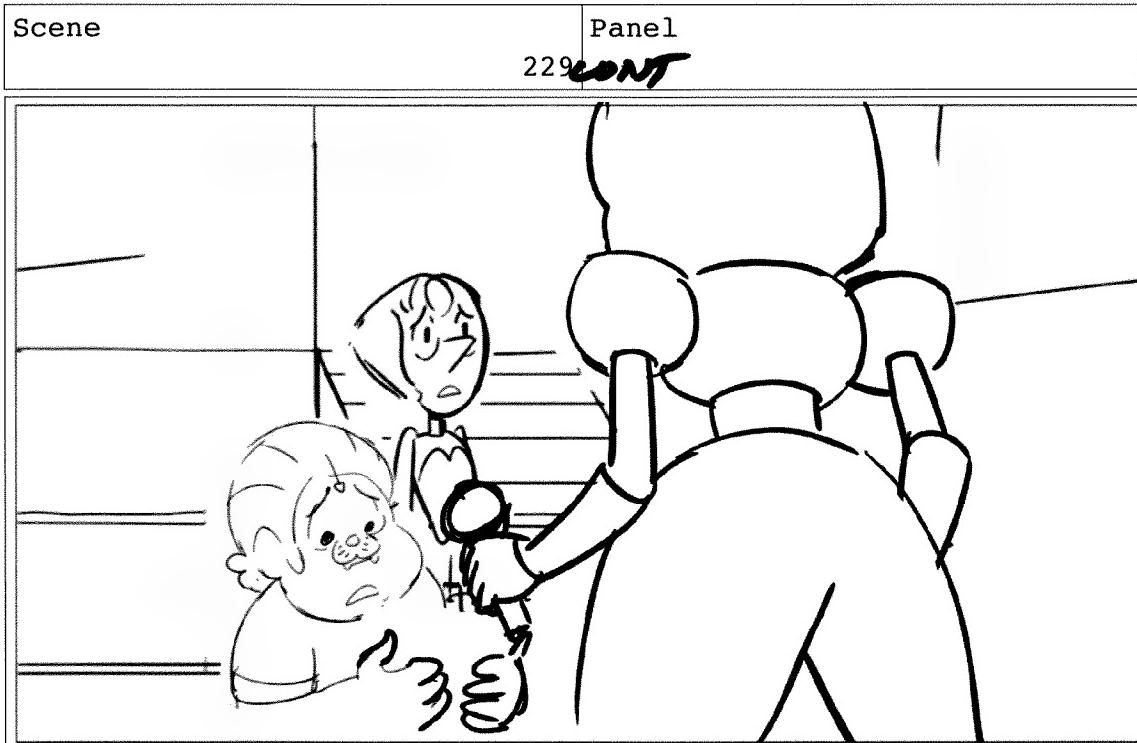
## Notes

BOARD REVISION - GARNET GRABS MIC.

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1020.011

1020.011

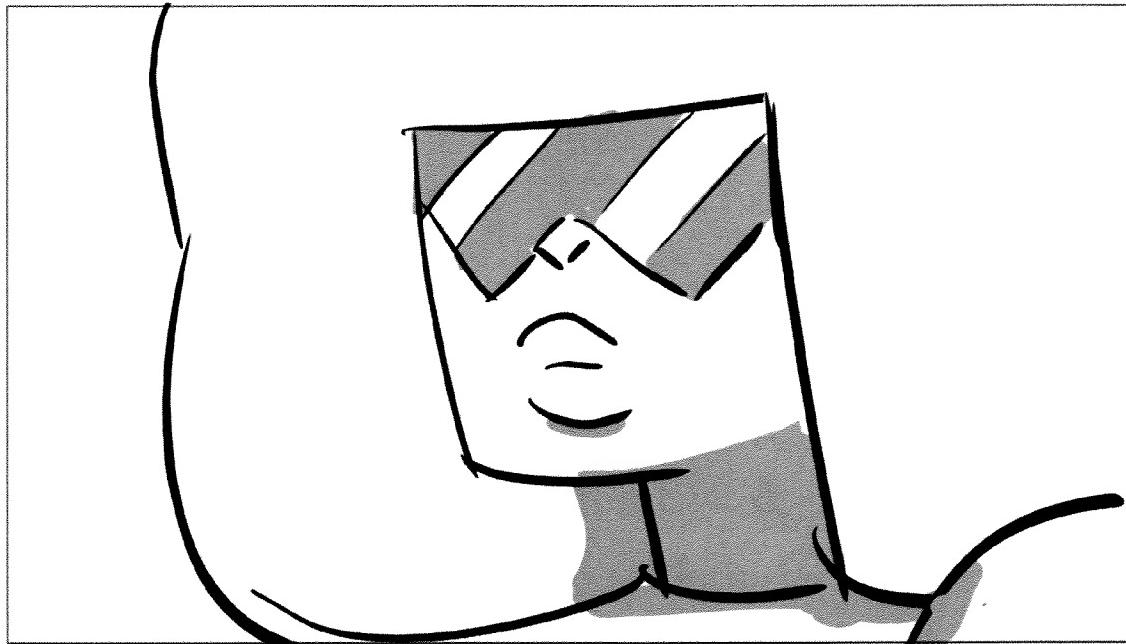


1020 . 011

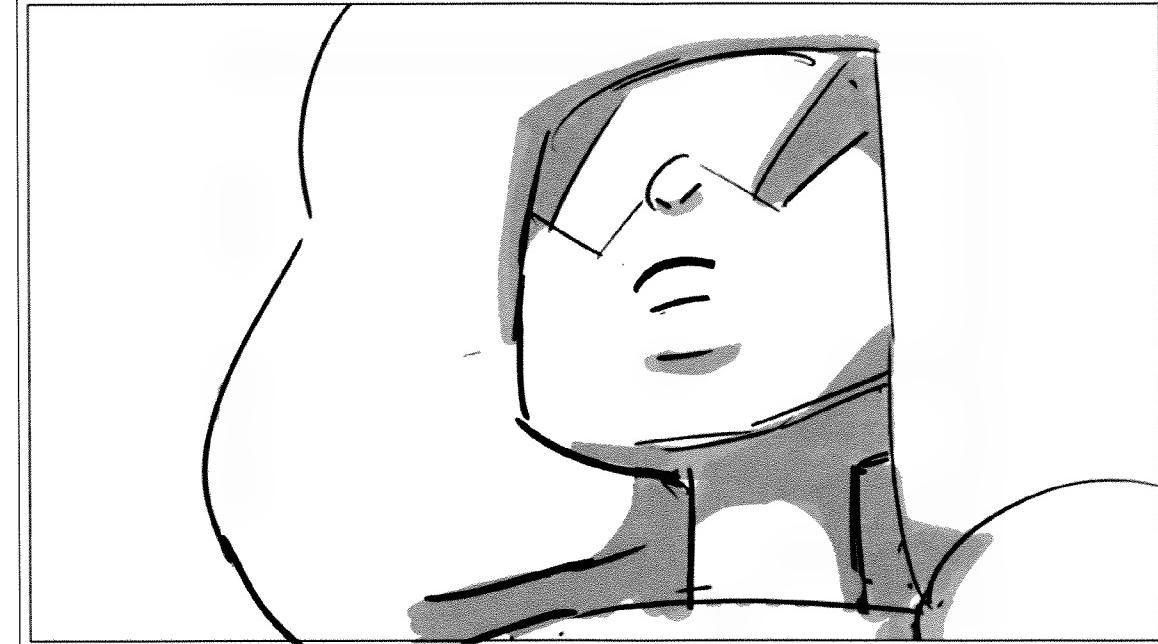
1020 . 011

1020 . 011

Scene 230 Panel 1



Scene 230 Panel 2 *cont*

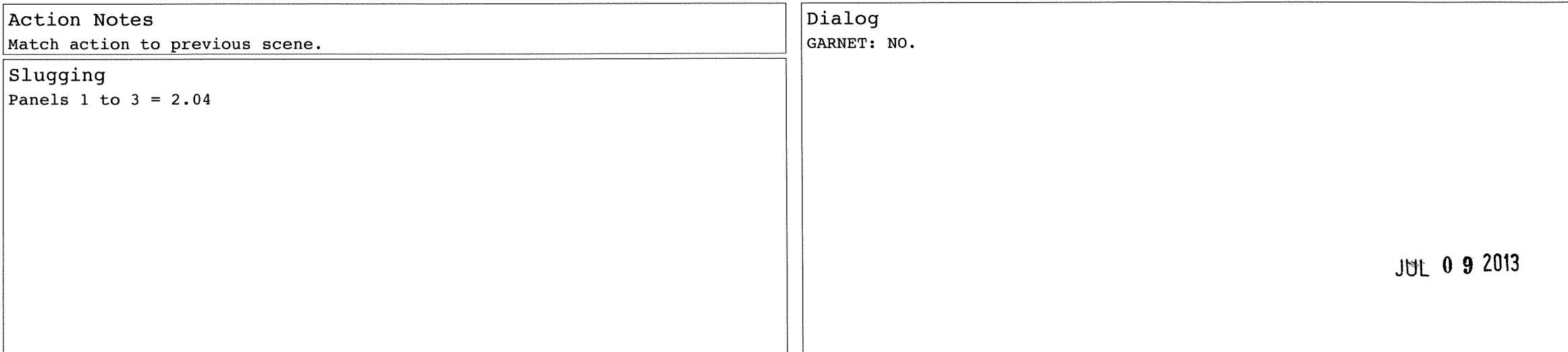


Action Notes  
Match action to previous scene.

Slugging  
Panels 1 to 3 = 2.04

Dialog  
GARNET: NO.

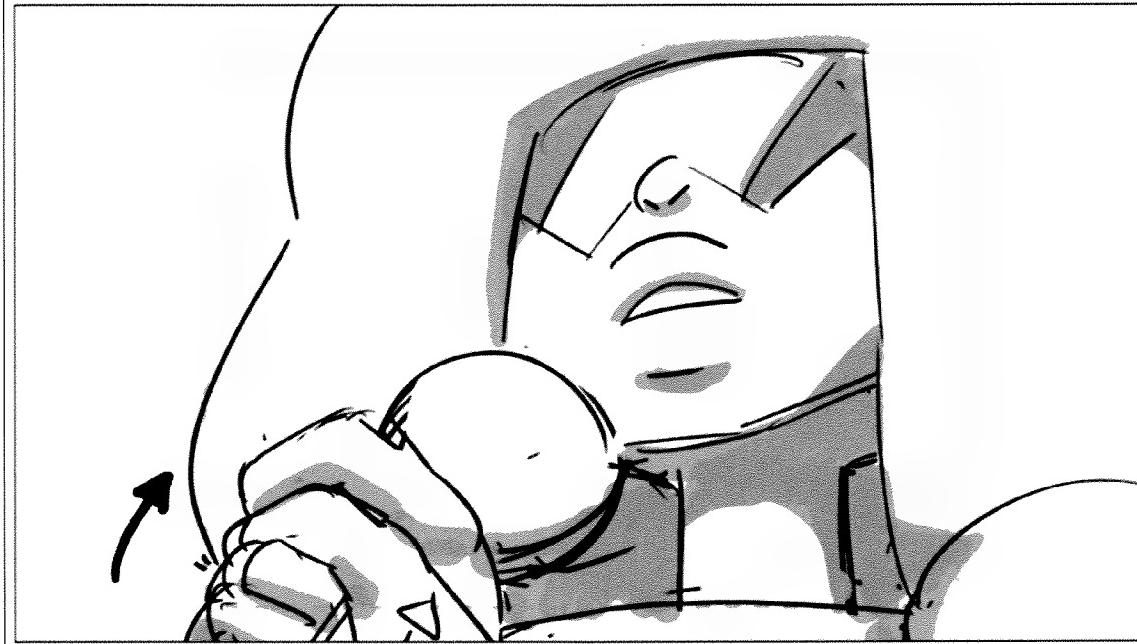
JUL 09 2013



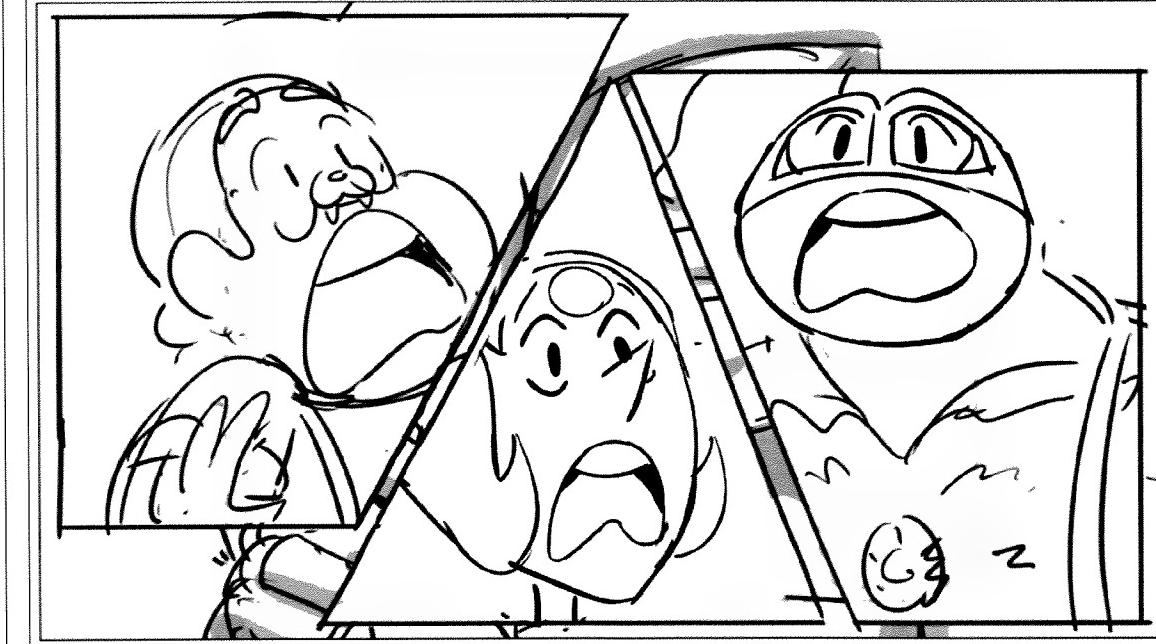
1020.011

1020.011

Scene 230 Panel **cont** 3



Scene 230 Panel **cont** 4



Dialog  
GARNET: NO.

Action Notes  
Steven, Pearl, and Amethyst shocked reactions.

Slugging  
2.05

JUL 09 2013

1020.011

1020.011

1020.011

Scene

231

Panel

1



Dialog

GARNET: BECAUSE... WE ARE...

Slugging

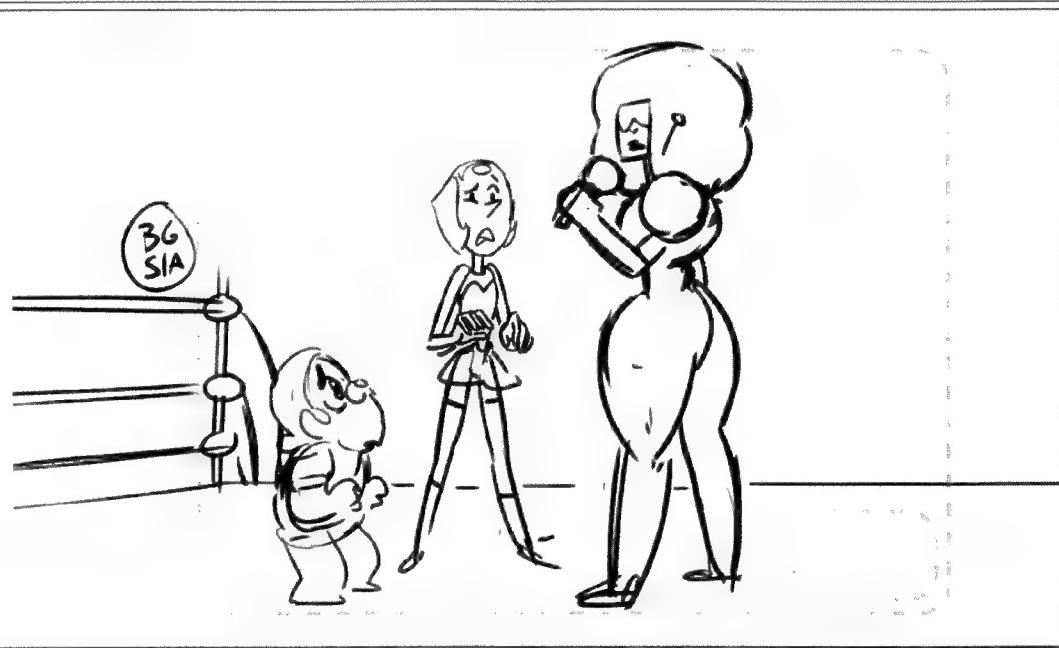
2.10

Scene

231

Panel

2



Dialog

GARNET: ... THE NOTORIOUS...

Slugging

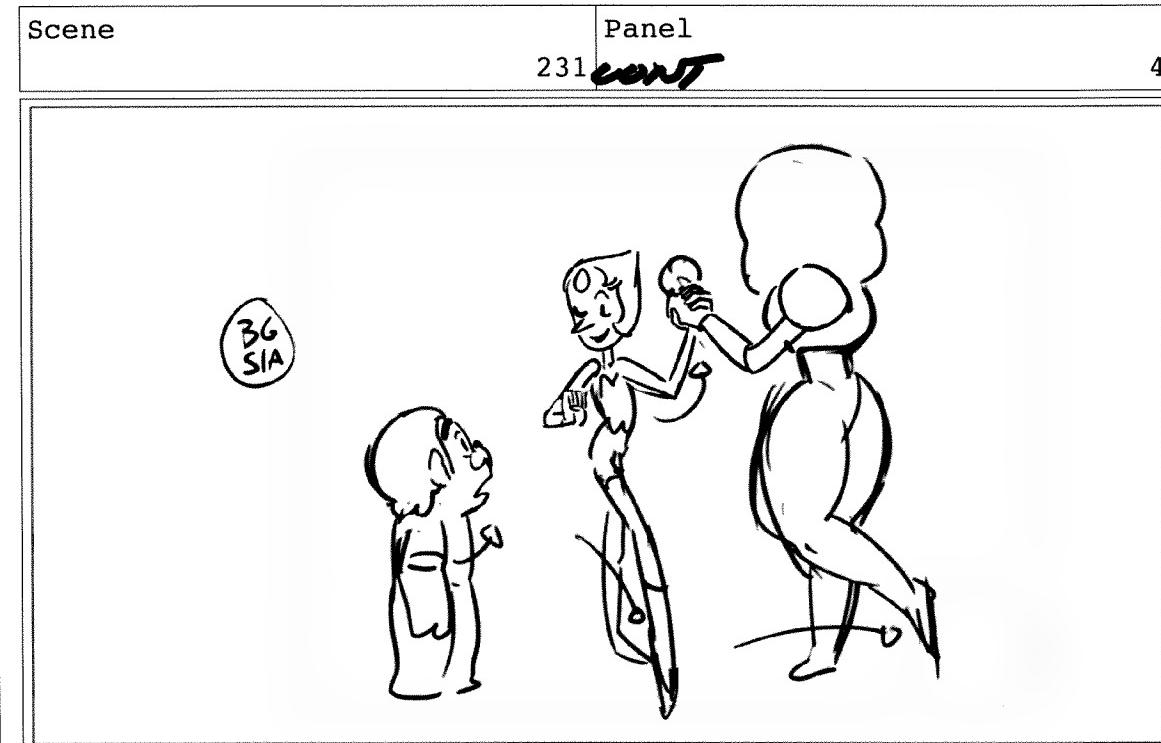
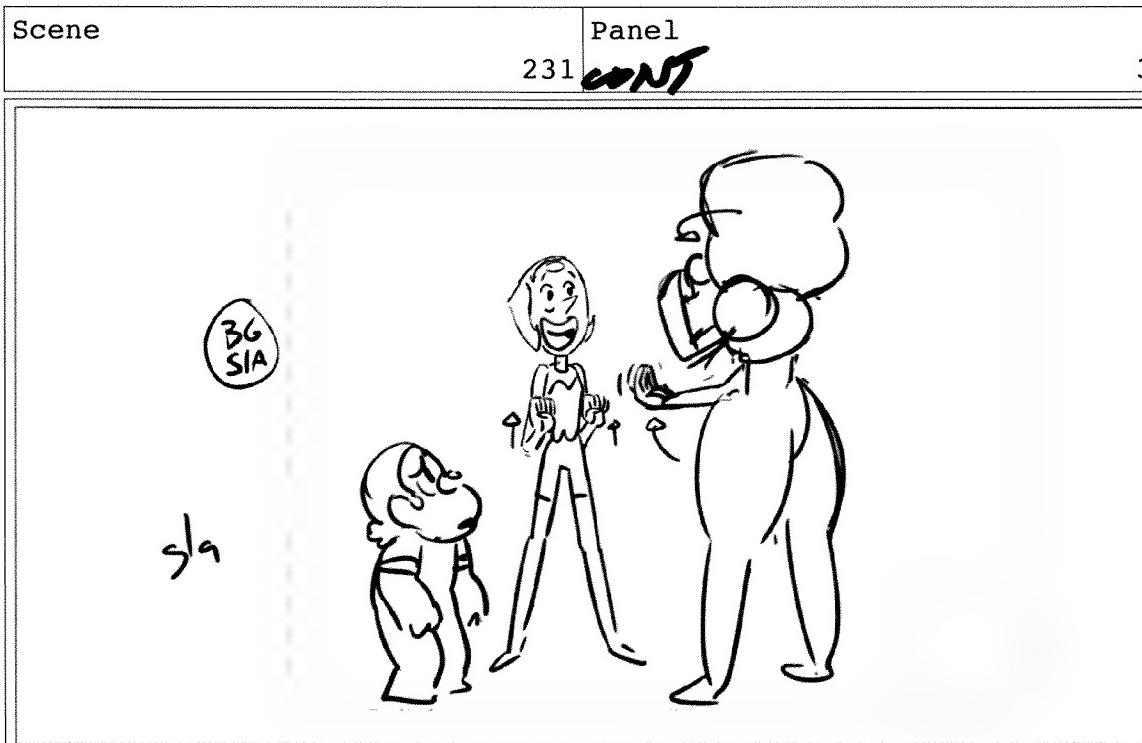
2.04

JUL 09 2013

1020.011

1020.011

1020.011



Dialog  
GARNET: ...ORDER... OF WRESTLING HATERS!

Action Notes  
Garnet motions for Pearl to come over.

Slugging  
4.03

Dialog  
PEARL: THAT'S RIGHT! UMMM... HAHA...

Action Notes  
Pearl winks at Steven as she clasps the microphone in GARNET's hand

Slugging  
3.14

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1020.011

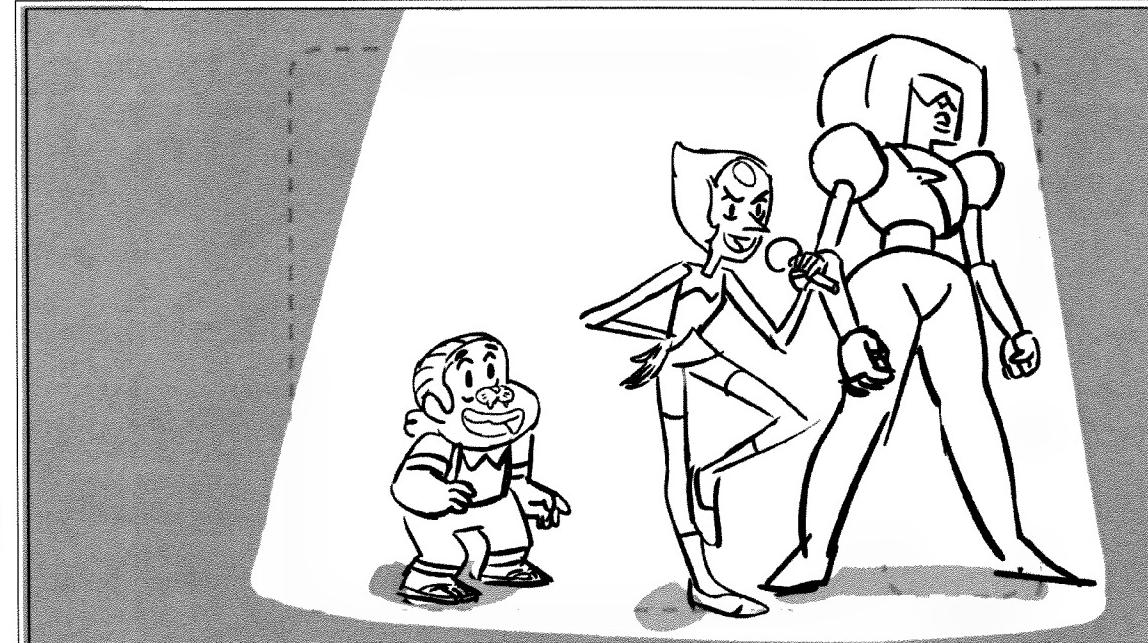
1020.011

1020.011

Scene 231 Panel 5



Scene 231 Panel 6



1020.011

**Dialog**

PEARL: WE WANNA STOP ALL WRESTLING EVERYWHERE! HAHA!

**Action Notes**

Pearl speaks into the mic .

**Slugging**

4.01

**Dialog**

PEARL: ARE YOU GOING TO LET US DESTROY ALL WRESTLING? HAHA!

**Action Notes**

The lights switch off.

**Slugging**

5.07

JUL 09 2013

1020.011

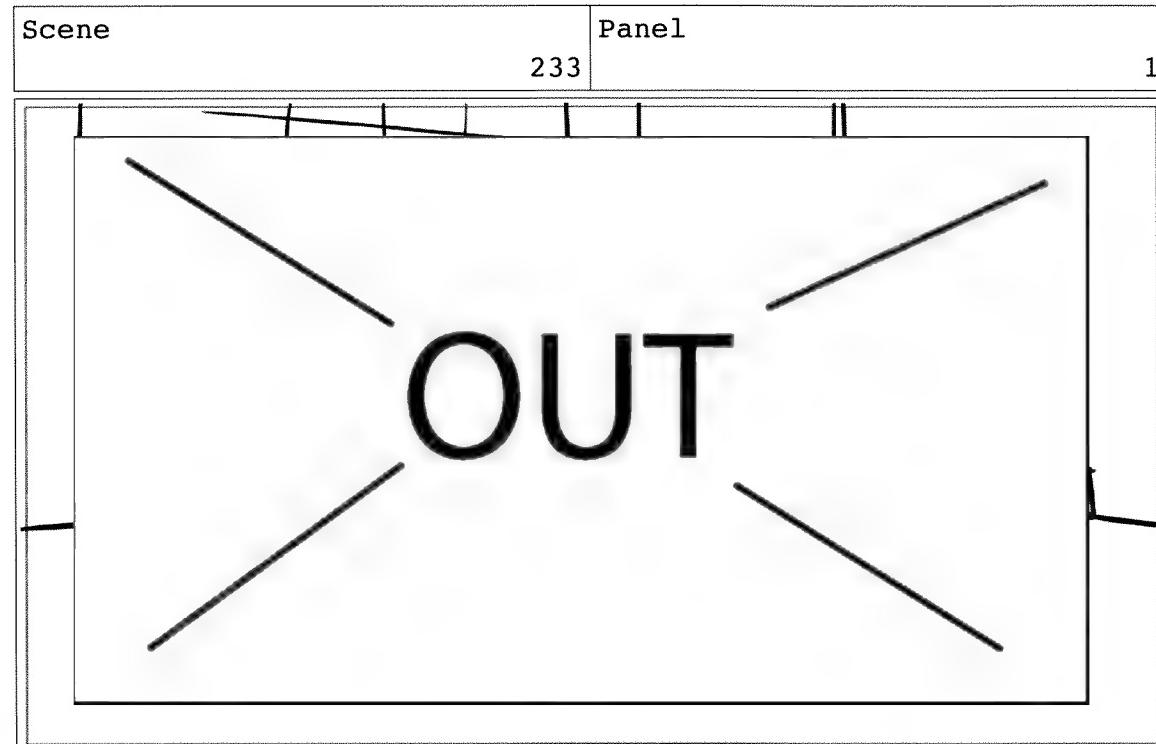
1020.011



1020.011  
Dialog  
LARS: YOU GOTTA SAVE WRESTLING!!

Action Notes  
Lars yells.

Slugging  
3.03



1020.011  
Dialog  
LARS: C'MOOOON!!

Slugging  
Panels 1 + 2 = 1.15

Notes  
H.U. Lars arm/hand to previous scene.

JUL 09 2011

1020.011

Scene	Duration	Panel	Duration
233	08:00	1	01:00



Scene	Duration	Panel	Duration
233	08:00	2	01:00



## Dialog

LARS: C?MOOOOON!!

## Dialog

LARS: C?MOOOOON!!

## Notes

H.U. Lars arm/hand to previous scene.

## Action Notes

Lars lifts up sign...

Scene	Duration	Panel	Duration
233	08:00	3	01:00

Scene	Duration	Panel	Duration
233	08:00	4	01:00



Dialog

LARS: TI-GER! PU-MA!

Dialog

LARS: TI-GER! PU-MA!

Action Notes

cycle panels 3,4,5

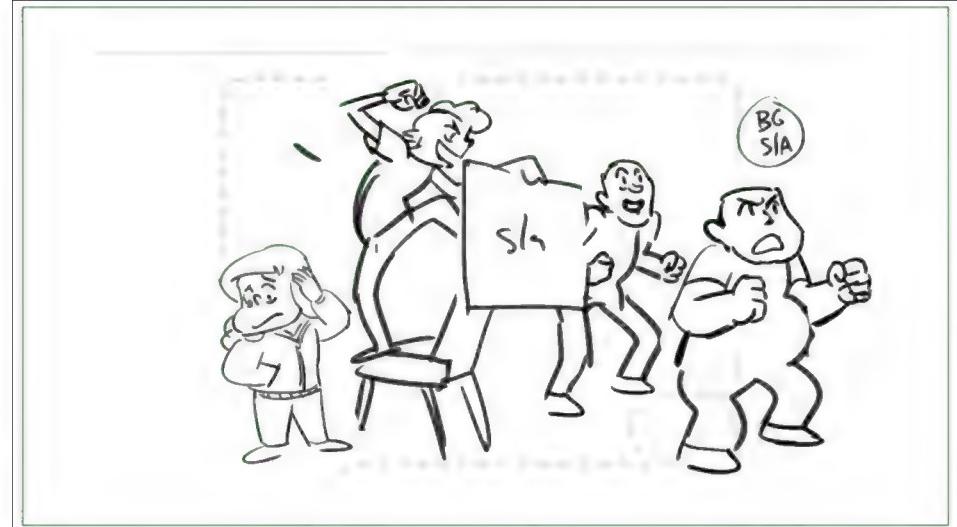
Action Notes

cycle panels 3,4,5

Scene	Duration	Panel	Duration
233	08:00	5	01:00



Scene	Duration	Panel	Duration
233	08:00	6	01:00



## Dialog

LARS: TI-GER! PU-MA!

## Dialog

LARS: TI-GER! PU-MA!

CROWD: TI-GER! PU-MA!

## Action Notes

cycle panels 3,4,5

## Action Notes

cycle panels 6,7,8

Crowd joins in with the chant.

Scene	Duration	Panel	Duration
233	08:00	7	01:00

Scene	Duration	Panel	Duration
233	08:00	8	01:00



## Dialog

LARS: TI-GER! PU-MA!

CROWD: TI-GER! PU-MA!

## Action Notes

cycle panels 6,7,8  
Crowd joins in with the chant.

## Dialog

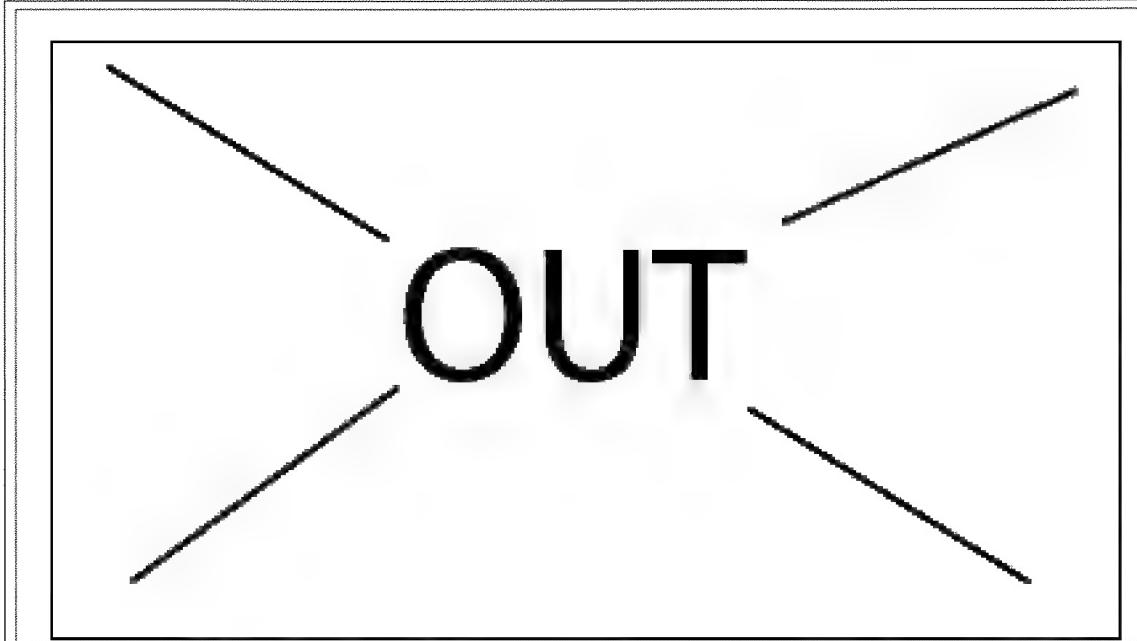
LARS: TI-GER! PU-MA!

CROWD: TI-GER! PU-MA!

## Action Notes

cycle panels 6,7,8  
Crowd joins in with the chant.

Scene 233 Panel 8



Dialog  
LARS: TI-GER! PU-MA!  
CROWD: TI-GER! PU-MA!

Action Notes  
cycle panels 6,7,8  
Crowd joins in with the chant.

Scene 234 Panel 1



Dialog  
LARS: TI-GER! PU-MA!  
CROWD: TI-GER! PU-MA!

Slugging  
1.09

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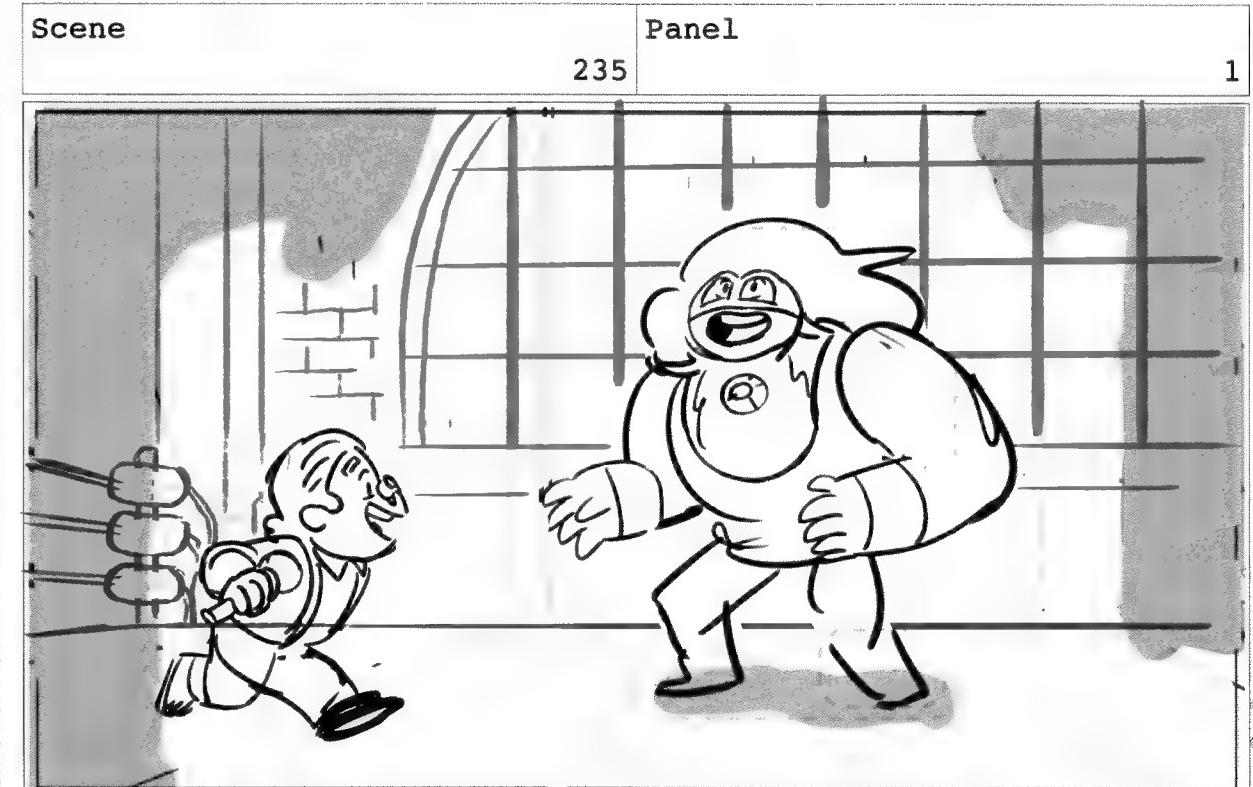
1020.011



1020 . 011

**Dialog**  
LARS: TI-GER! PU-MA!  
  
CROWD: TI-GER! PU-MA!

**Slugging**  
1.12

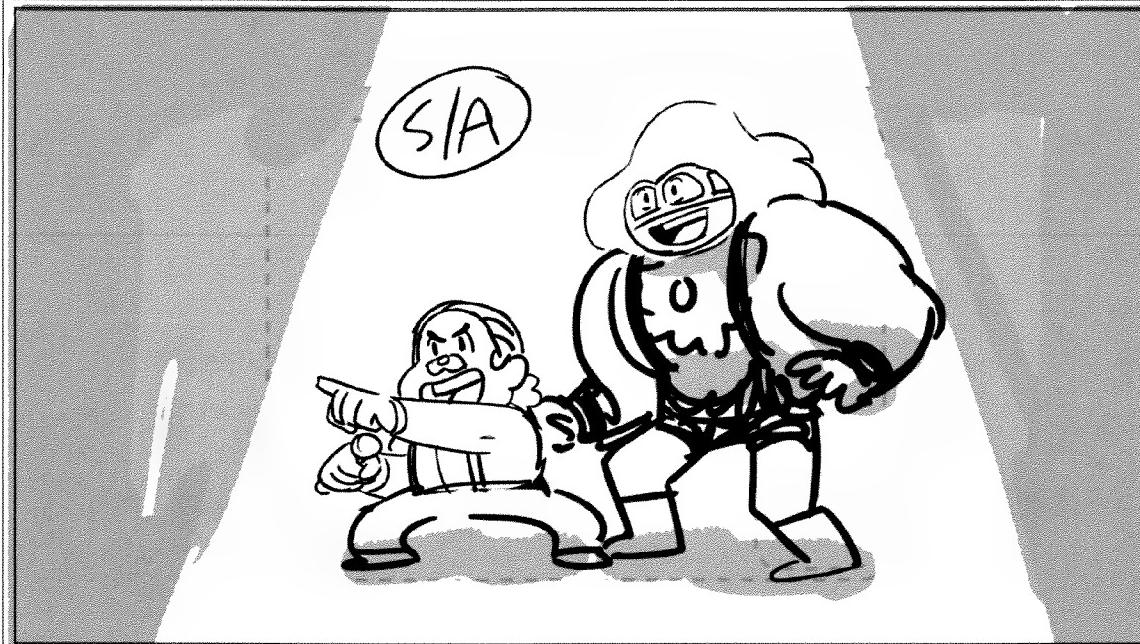


1020 . 011

**Action Notes**  
Steven runs IN screen left.  
  
**Slugging**  
0.07

JUL 09 201

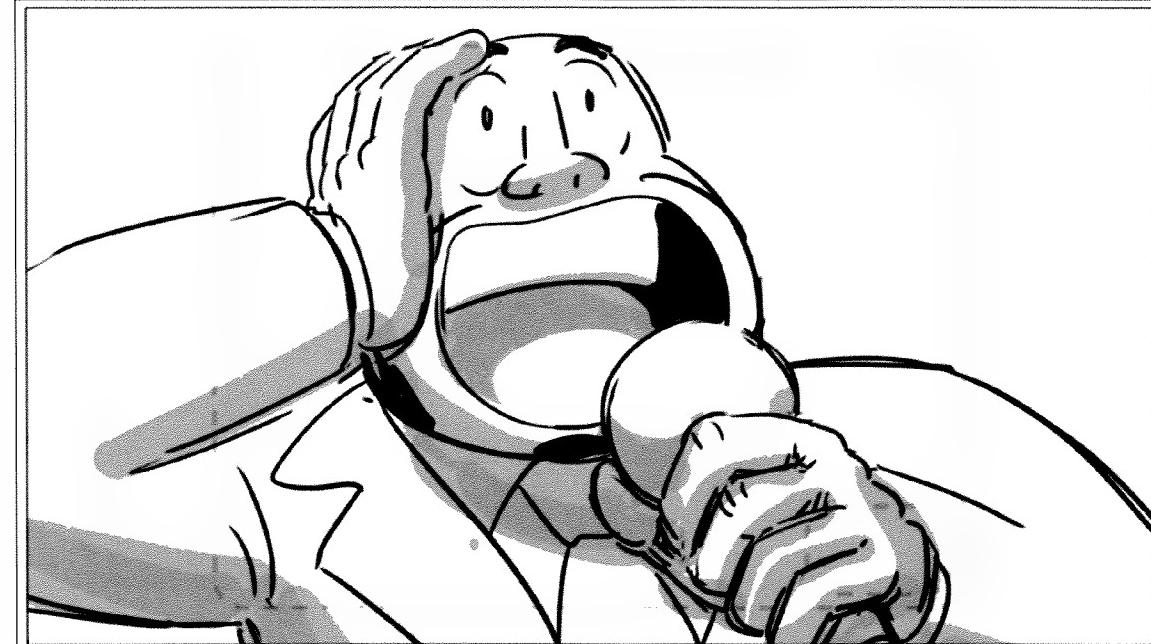
Scene Panel  
235 *cont* 2



Dialog  
STEVEN: WE'LL STOP YOU!

Slugging  
2.08

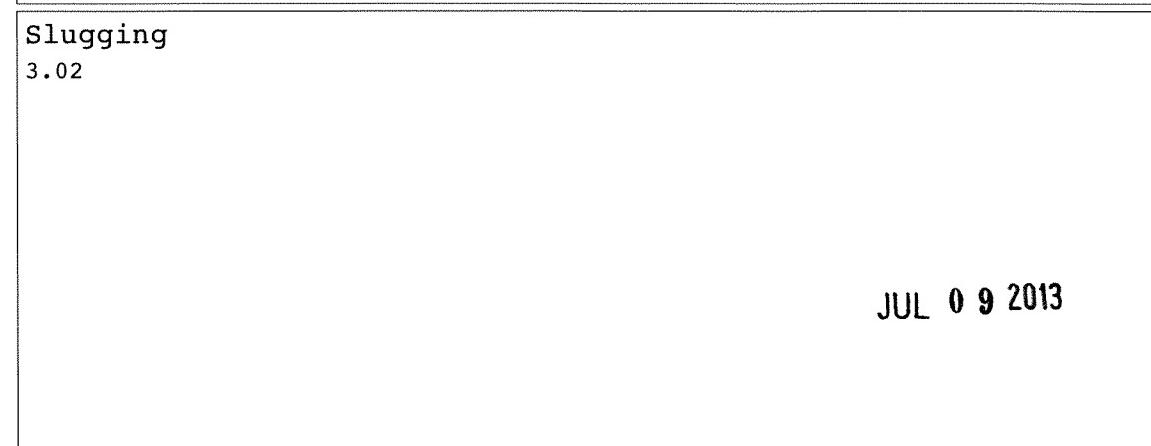
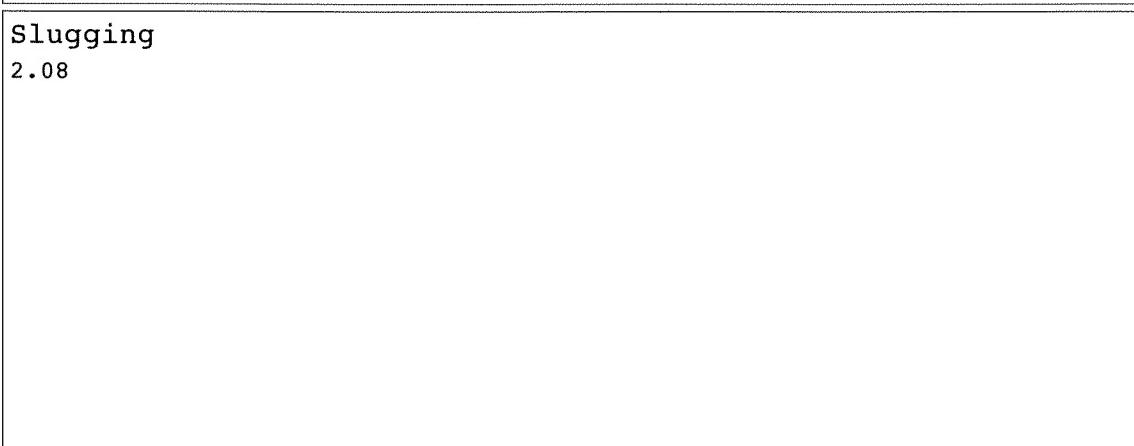
Scene Panel  
236 1



Dialog  
MR. SMILEY: WHAT A STUNNING TURN-AROUND!

Slugging  
3.02

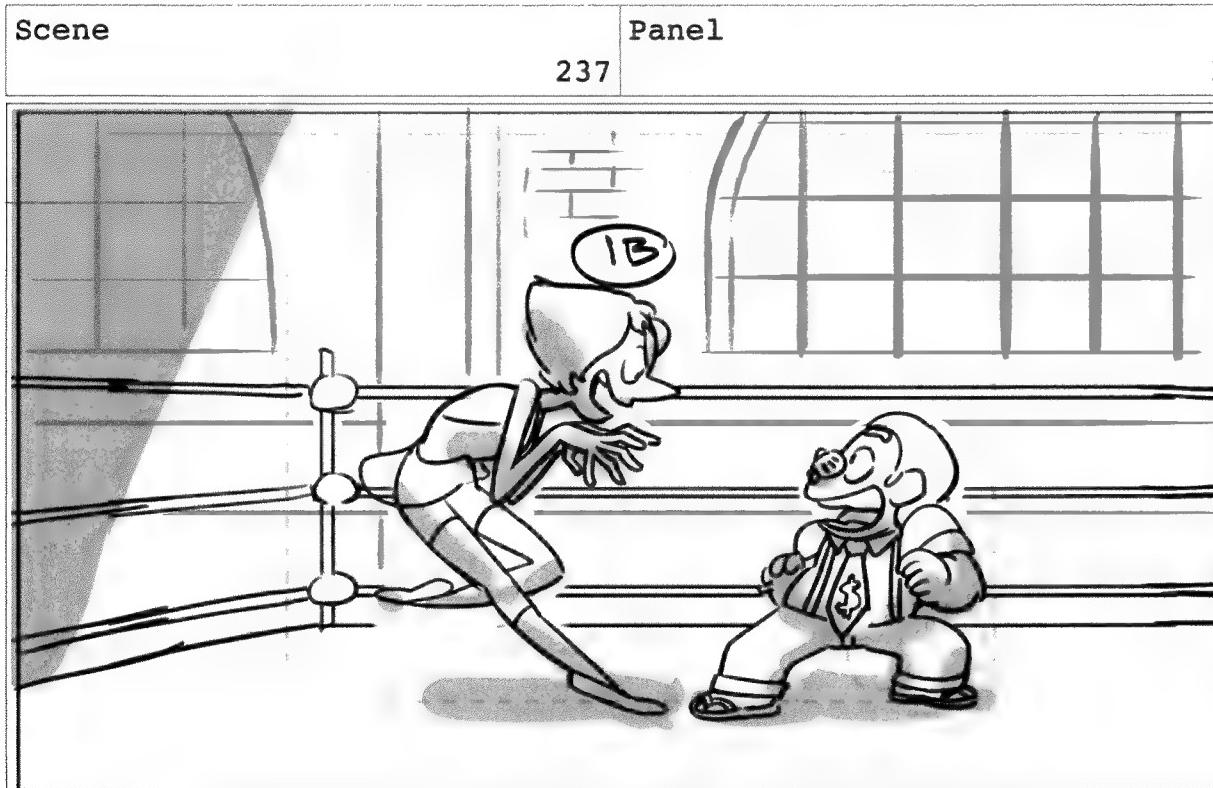
JUL 09 2013



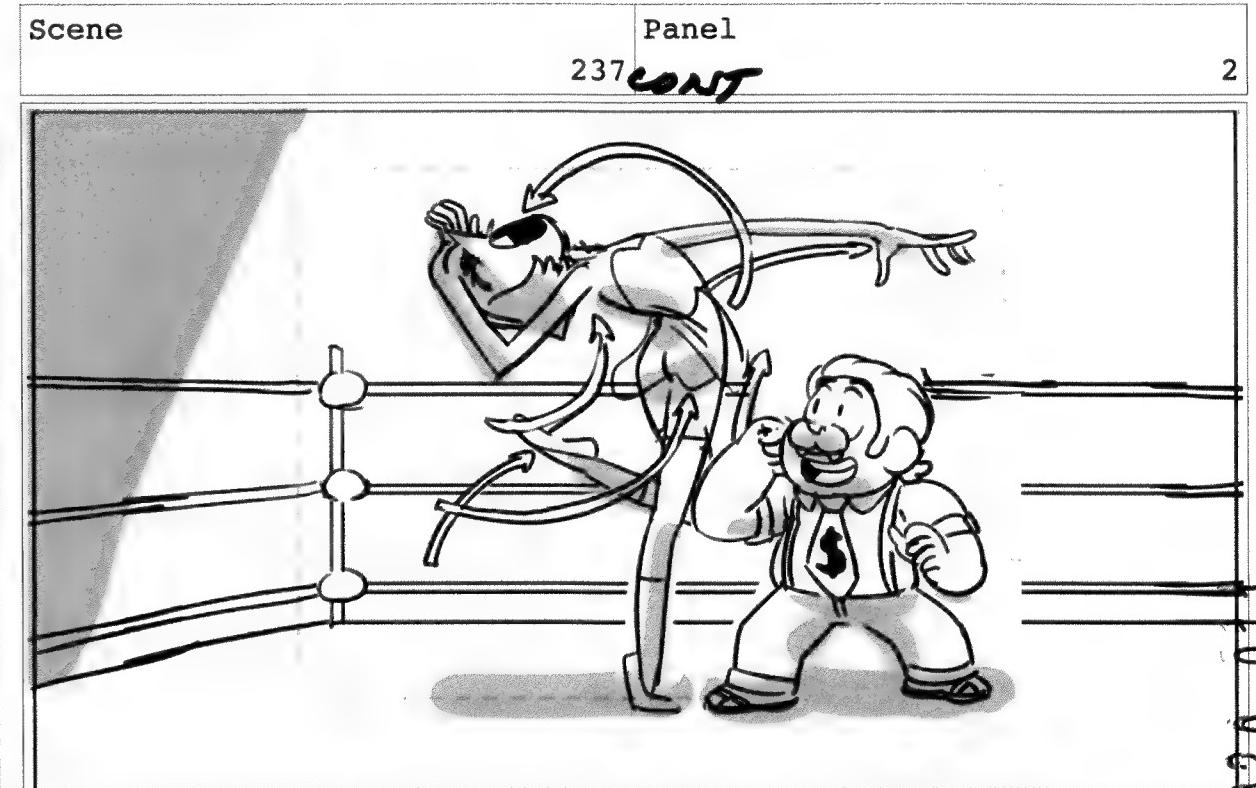
1020.011

1020.011

1020.011



Dialog  
MR. SMILEY (os): THE JUNGLE DUO...



Dialog  
MR. SMILEY (os): ... FIGHTING...

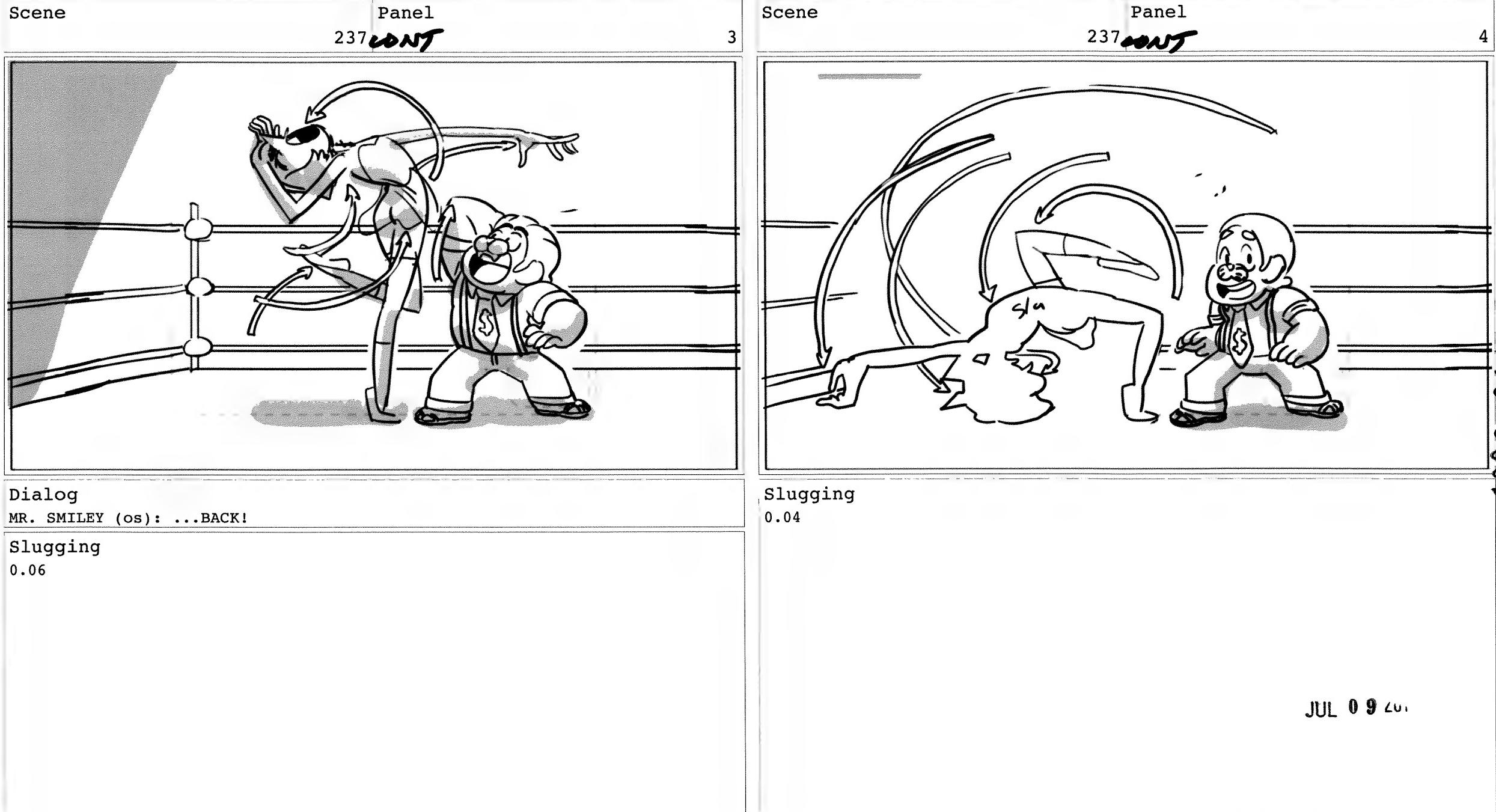
Action Notes  
Steven clearly misses Pearl with a fake elbow attack.

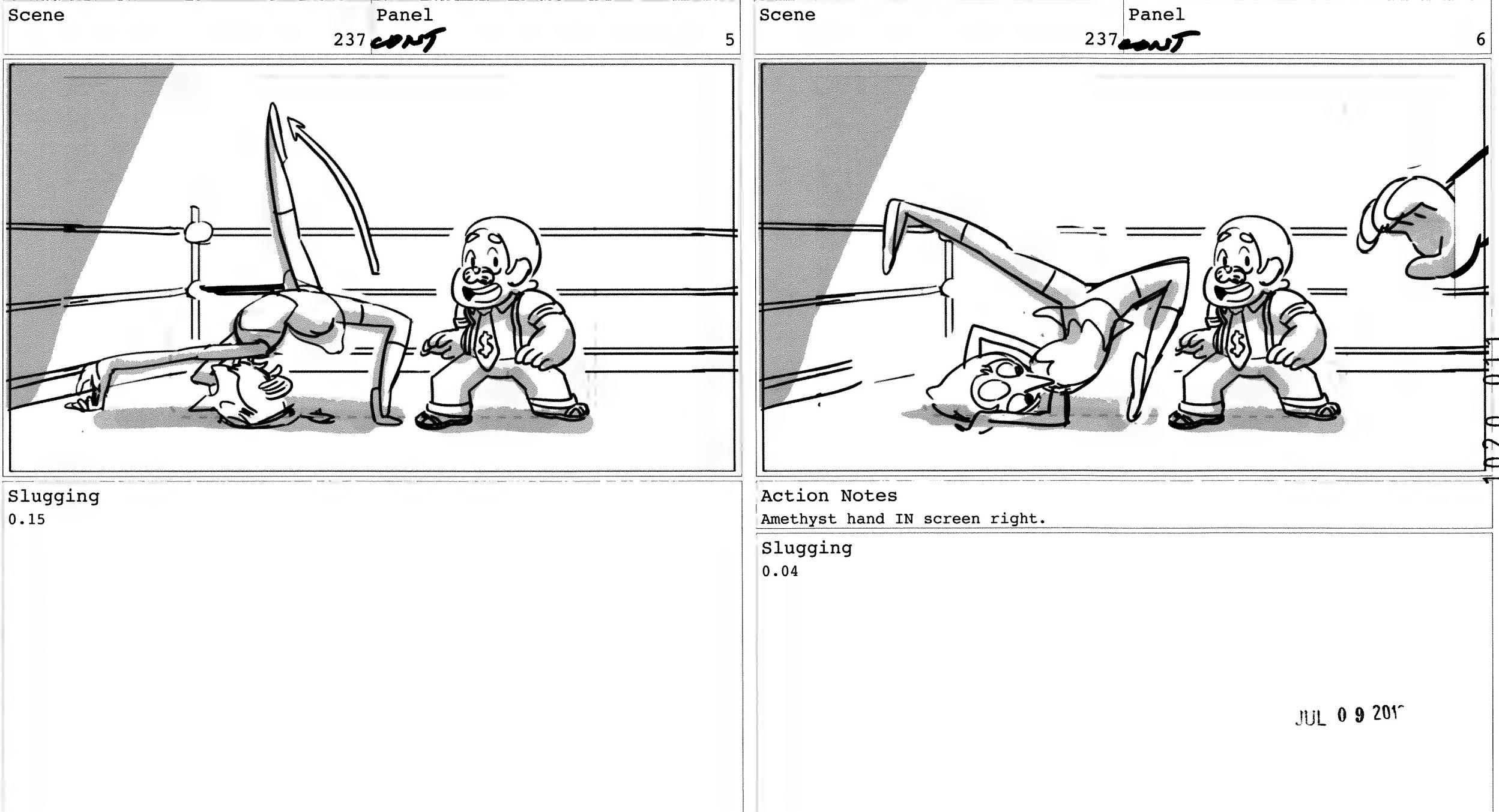
Slugging 0.04

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1020.011



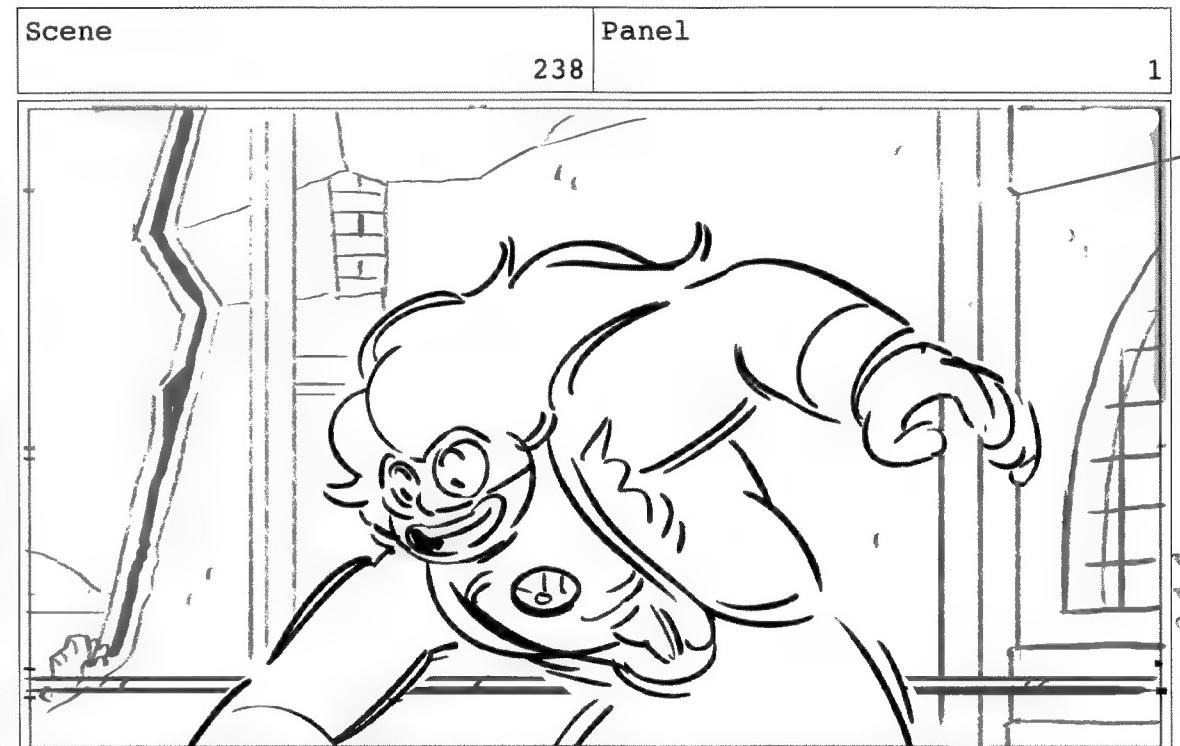


**Action Notes**

Amethyst hand grabs Steven and lifts him up.

**Slugging**

0.12

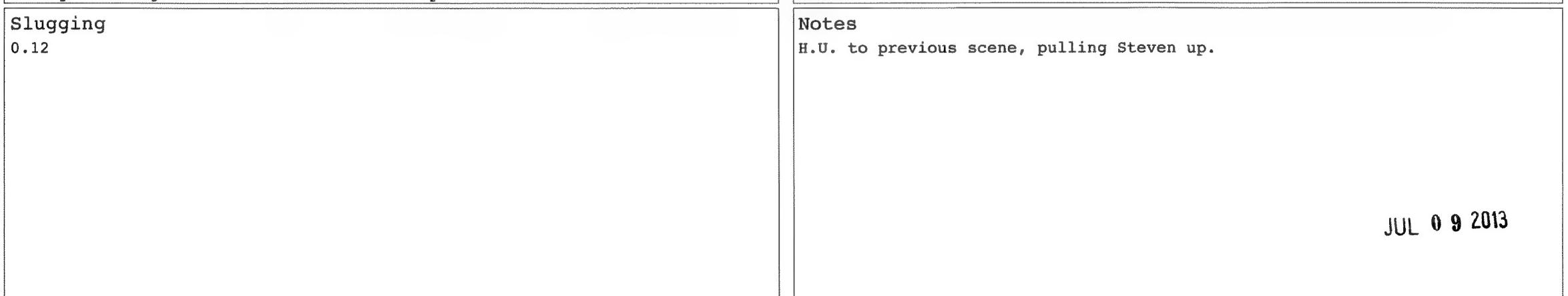
**Slugging**

Panels 1 + 2 = 1.00

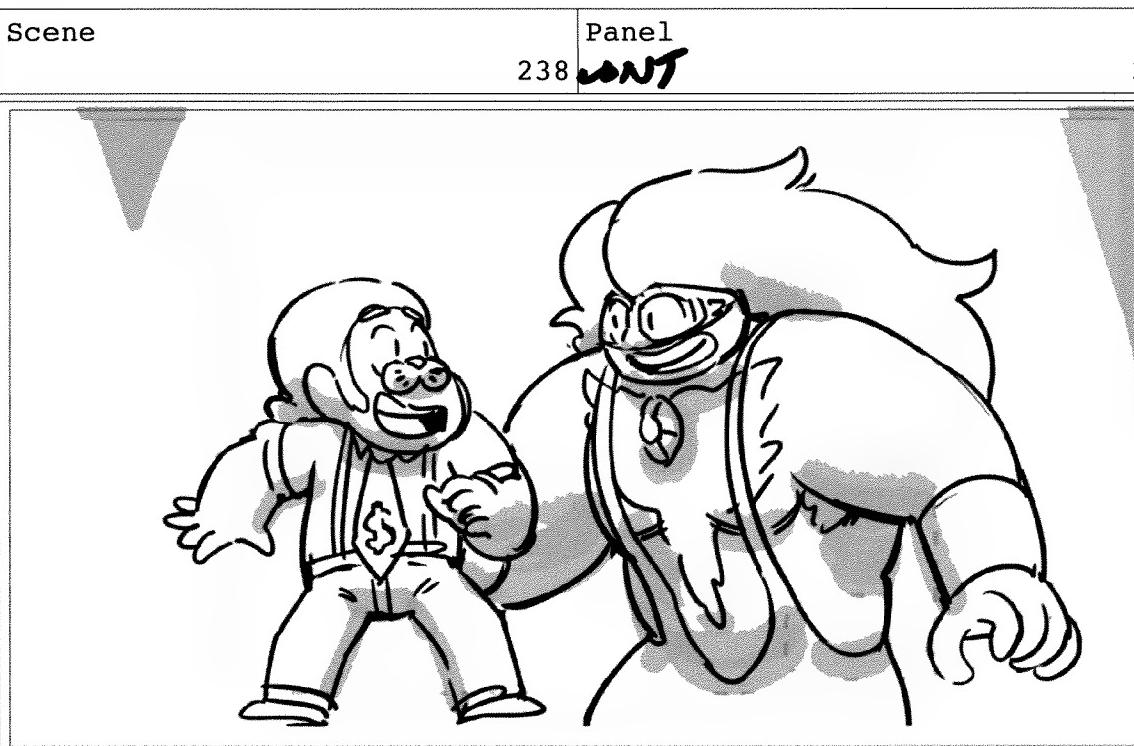
**Notes**

H.U. to previous scene, pulling Steven up.

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1020.011



Notes  
H.U. to previous scene, pulling Steven up.

Slugging  
0.07

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1020.011

1020.011

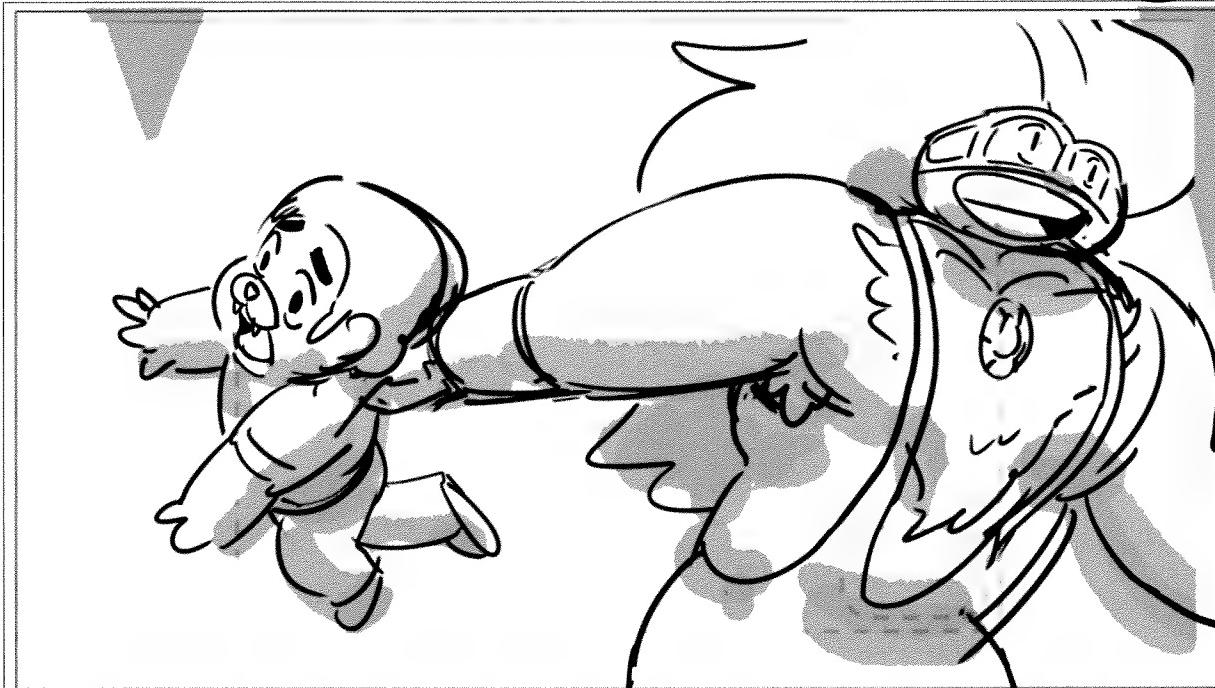
1020.011

Scene

Panel

238 *cont*

Pos A 4

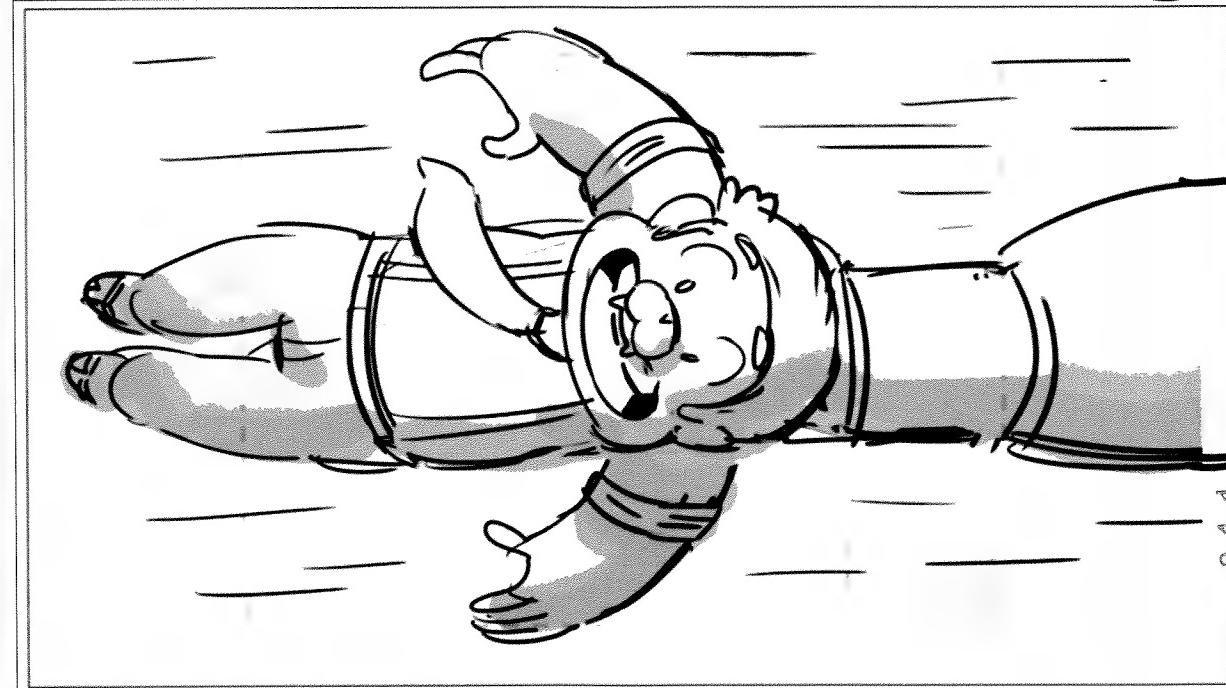


Scene

Panel

238 *cont*

Pos B 5



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Slugging  
0.04

Action Notes  
Background pans screen right to left.

Slugging  
0.06

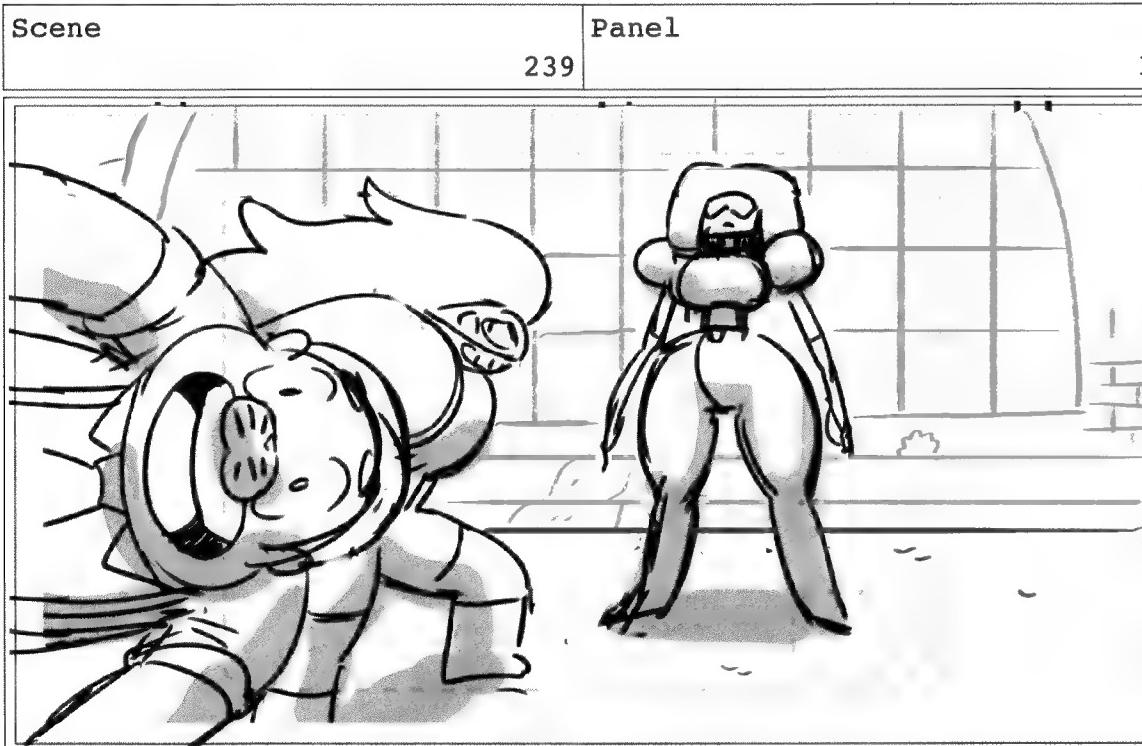
JUL 09 2011

1020 · 011



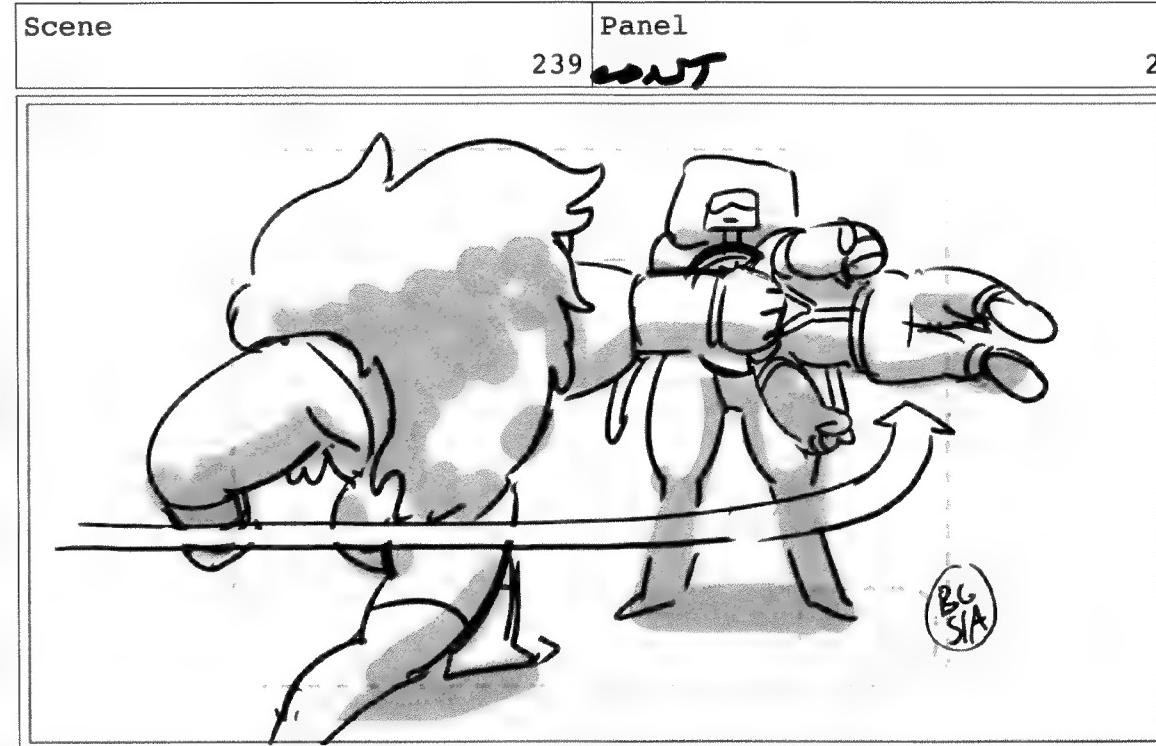
Tiger Millionaire SU\_1020-011

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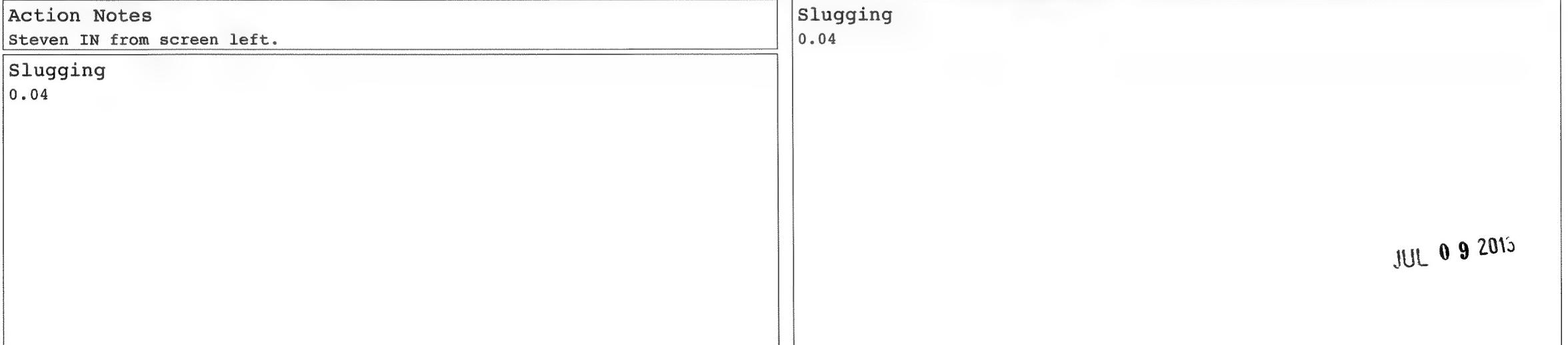
Action Notes  
Steven IN from screen left.

Slugging  
0.04



Slugging  
0.04

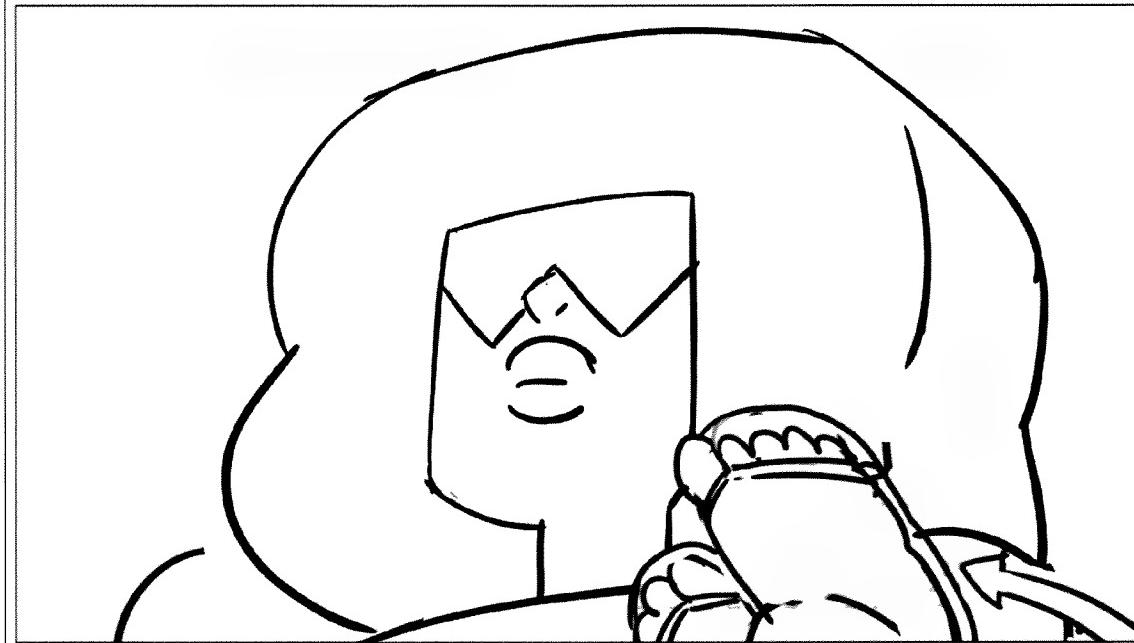
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1020.011

1020.011

Scene 240 Panel 1



Action Notes  
Stevens foot IN from bottom screen right.

Slugging  
0.04

Scene 240 Panel 2 cont



Action Notes  
Steven's feet clearly miss Garnet's head, she doesn't even react.

Slugging  
0.04

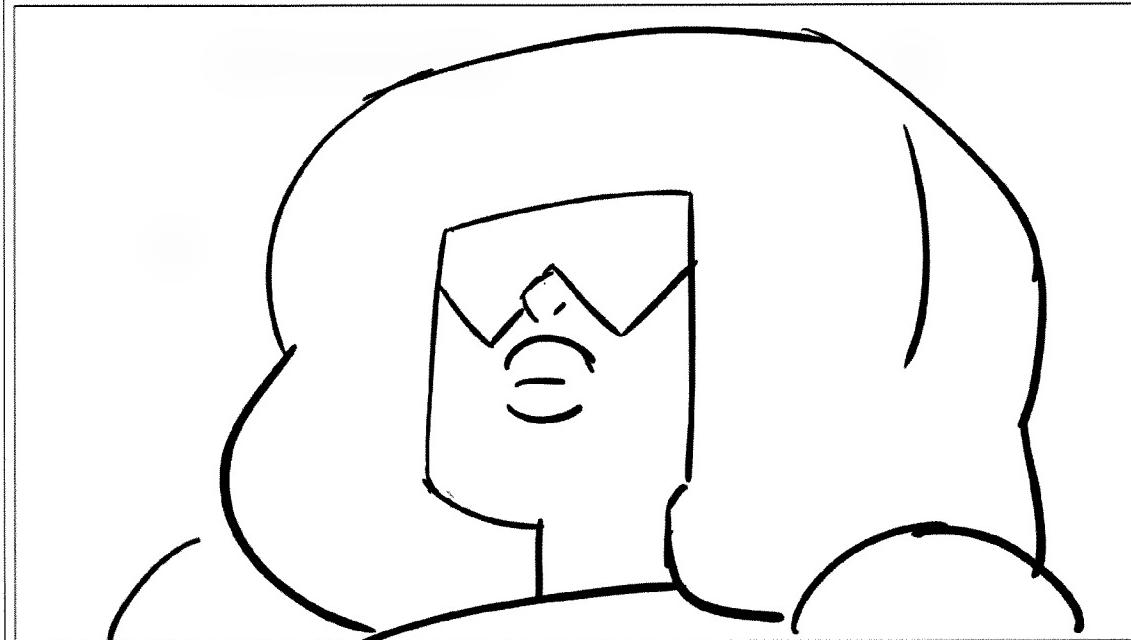
JUL 09 2013

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1020.011

1020.011

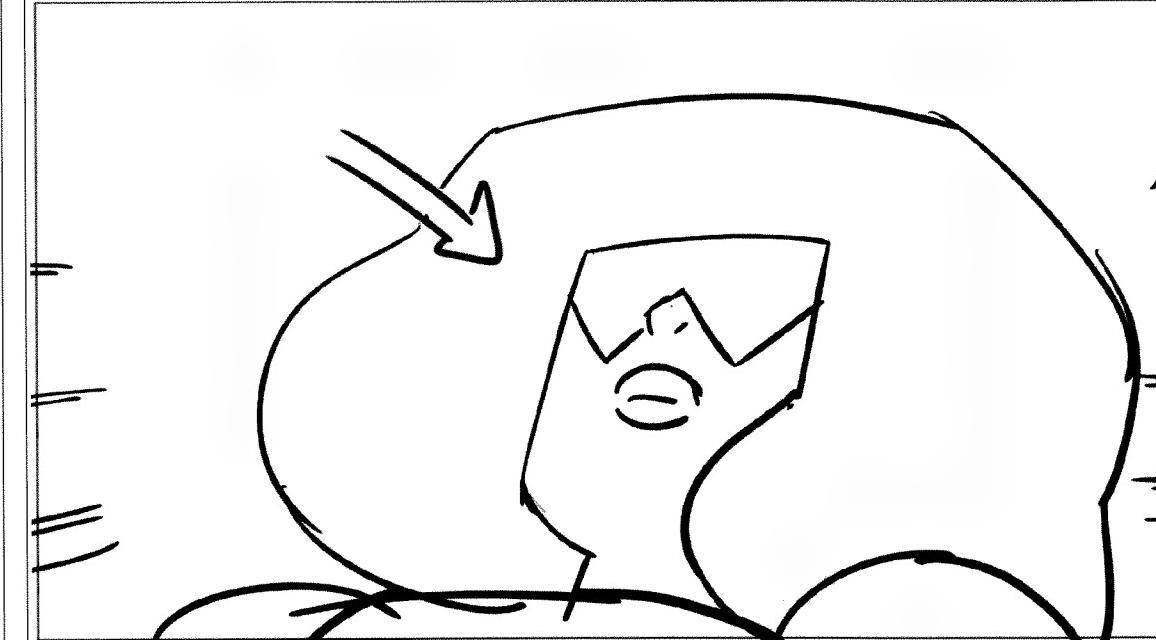
Scene 240 Panel *cont* 3



Action Notes  
Steven's foot out bottom screen right.

Slugging  
1.02

Scene 240 Panel *cont* 4



Action Notes  
Garnet falls backwards.

Slugging  
0.10

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1020.011

1020.011

1020.011

Scene	Panel	
241		1

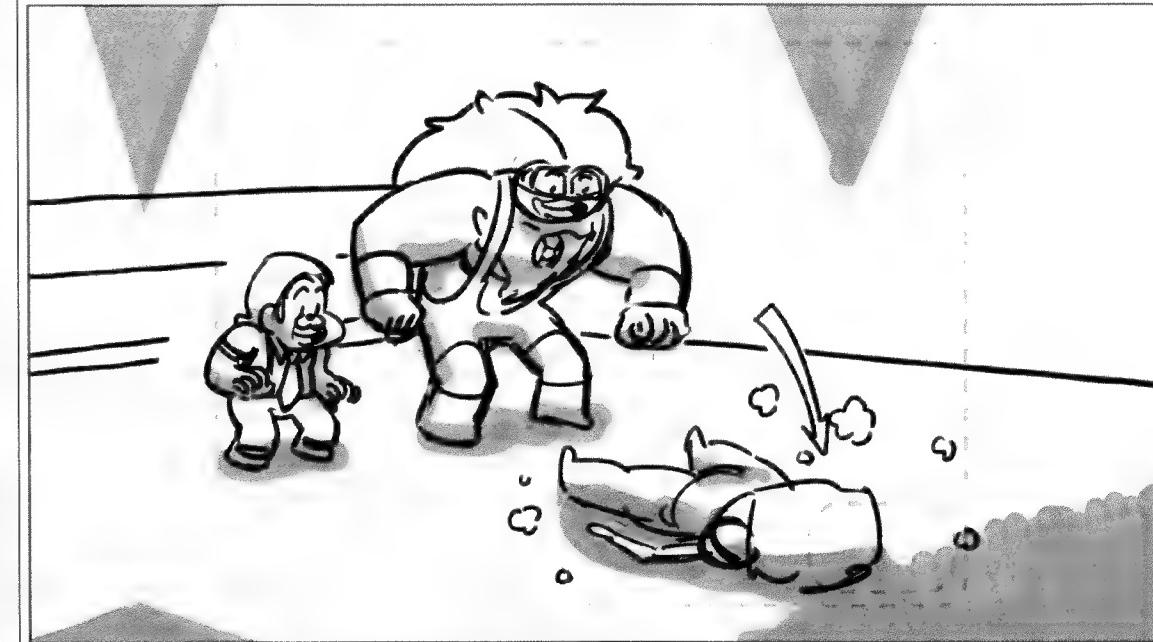


Dialog  
MR. SMILEY (os): AND THEY'VE TAKEN DOWN...

Action Notes  
Garnet continues to fall backwards.

Slugging  
0.12

Scene	Panel	
241	<i>cont</i>	2



Dialog  
MR. SMILEY (os): ...CAPTAIN SQUARE!

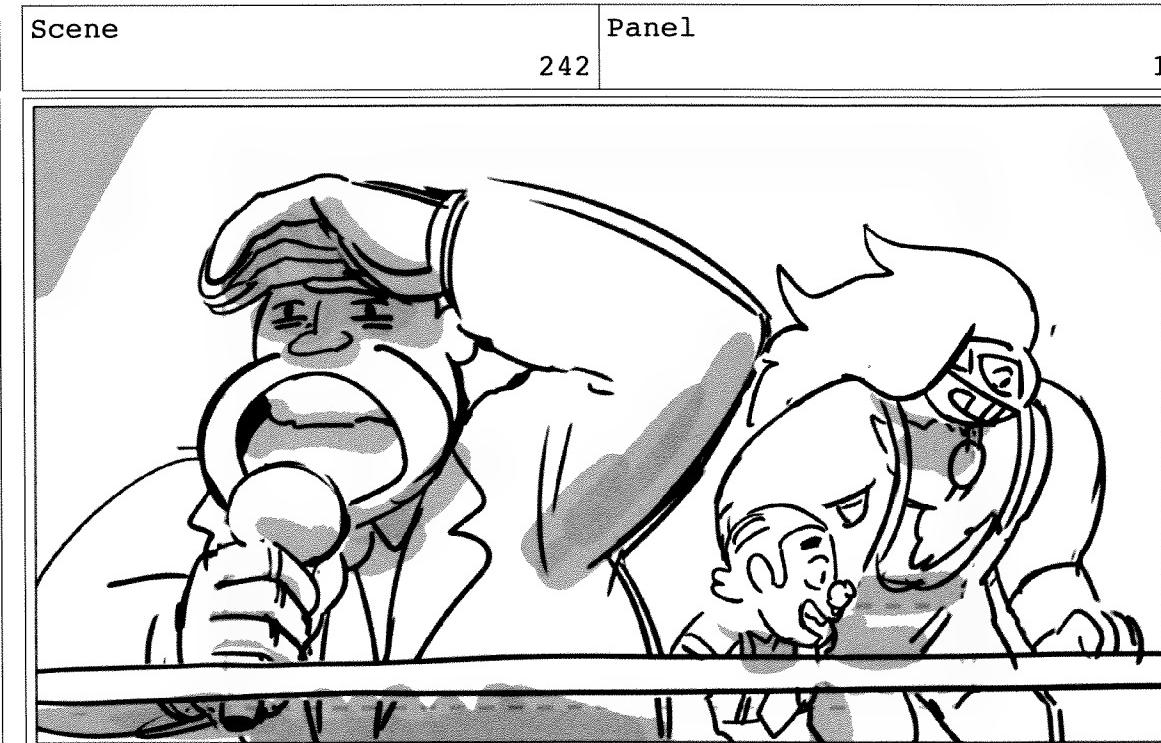
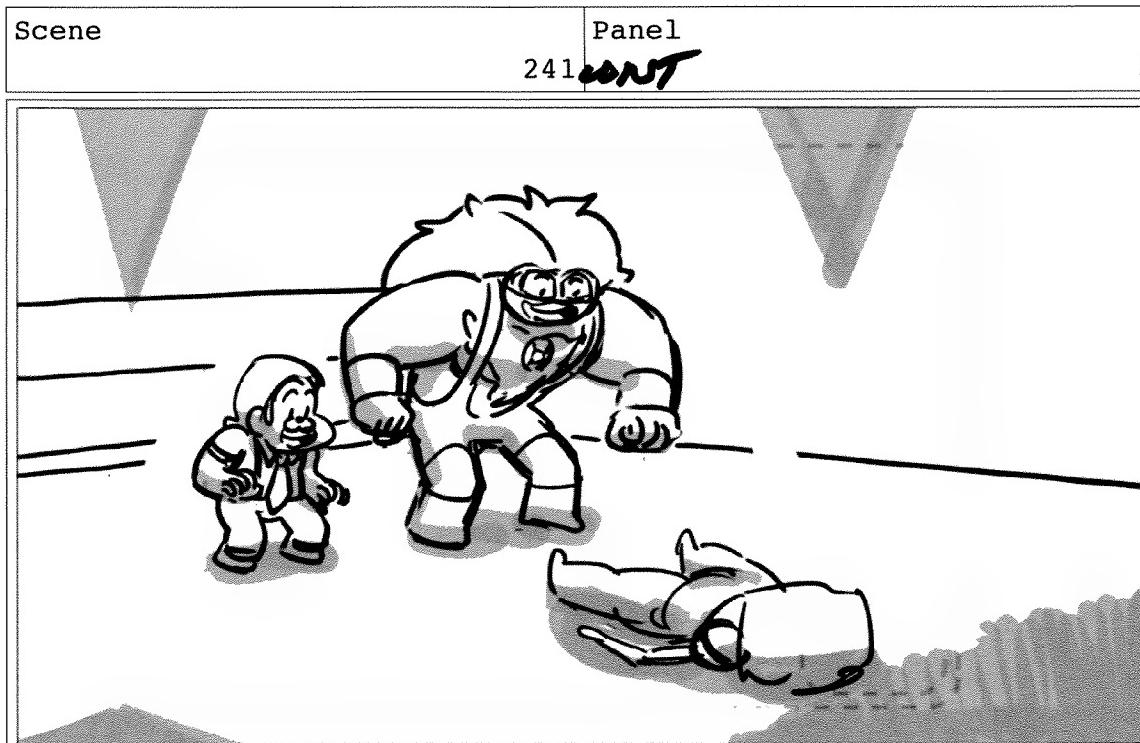
Slugging  
Panels 2 + 3 = 2.13

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1020.011

1020.011

1020.011



Dialog  
MR. SMILEY (os): ...CAPTAIN SQUARE!

Dialog  
MR. SMILEY: BUT WAIT WAIT.

Action Notes  
Steven and Amethyst turn to look O/S towards what Mr. Smiley is looking at.

Slugging  
Panels 1 + 2 = 2.01

Notes  
H.U. to previous scene, Steven and Amethyst looking forward.

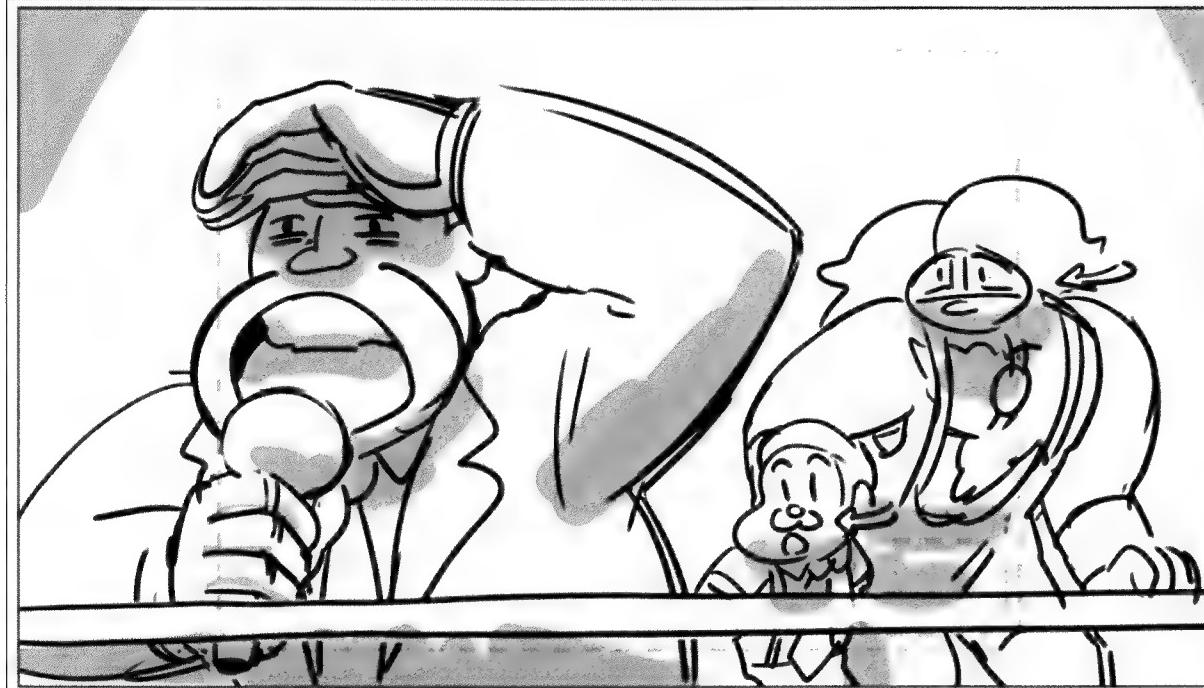
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1020.011

1020.011

Scene 242 Panel 2  
242 *cont*

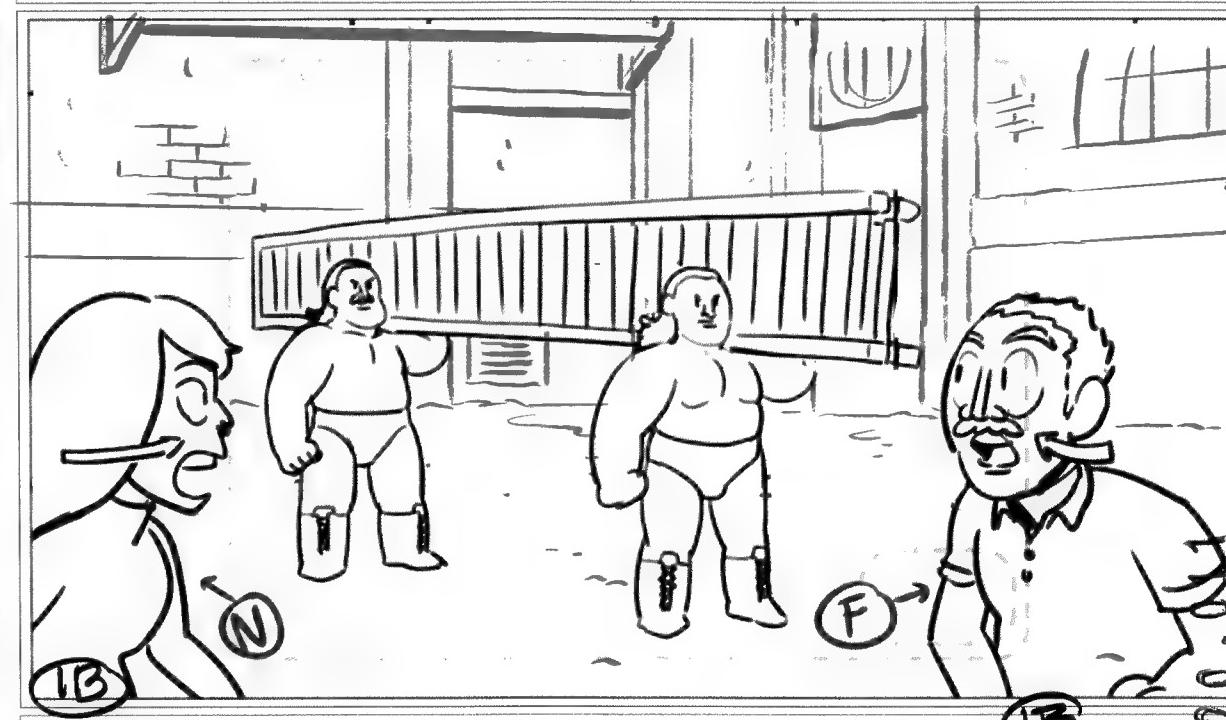


Dialog  
MR. SMILEY: BUT WAIT WAIT.

Action Notes  
Steven and Amethyst turn to look O/S towards what Mr. Smiley is looking at.

Notes  
H.U. to previous scene, Steven and Amethyst looking forward.

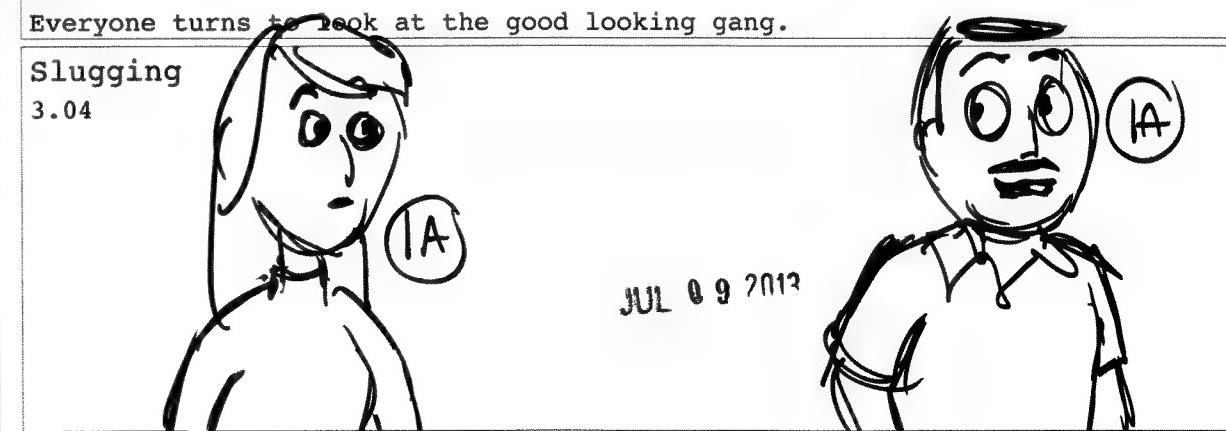
Scene 243 Panel 1  
243



Dialog  
MR. SMILEY (os): IT'S THE GOOD LOOKING GANG WITH A LADDER!

Action Notes  
Everyone turns to look at the good looking gang.

Slugging  
3.04



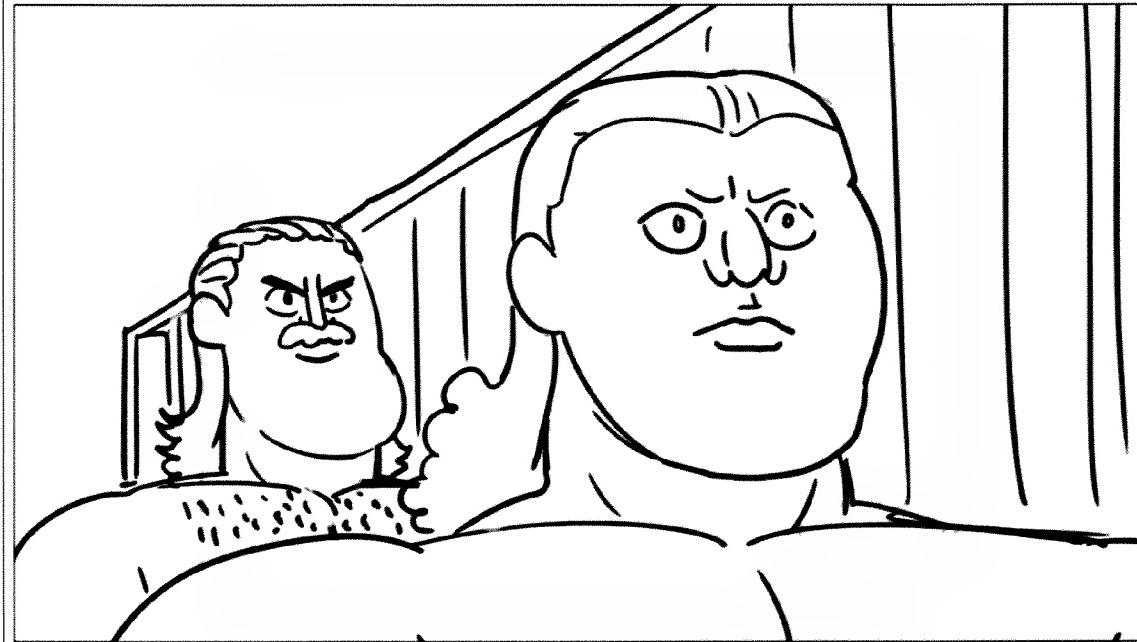
1020.011

1020.011

1020 . 011

1020 . 011

Scene	Panel
244	1



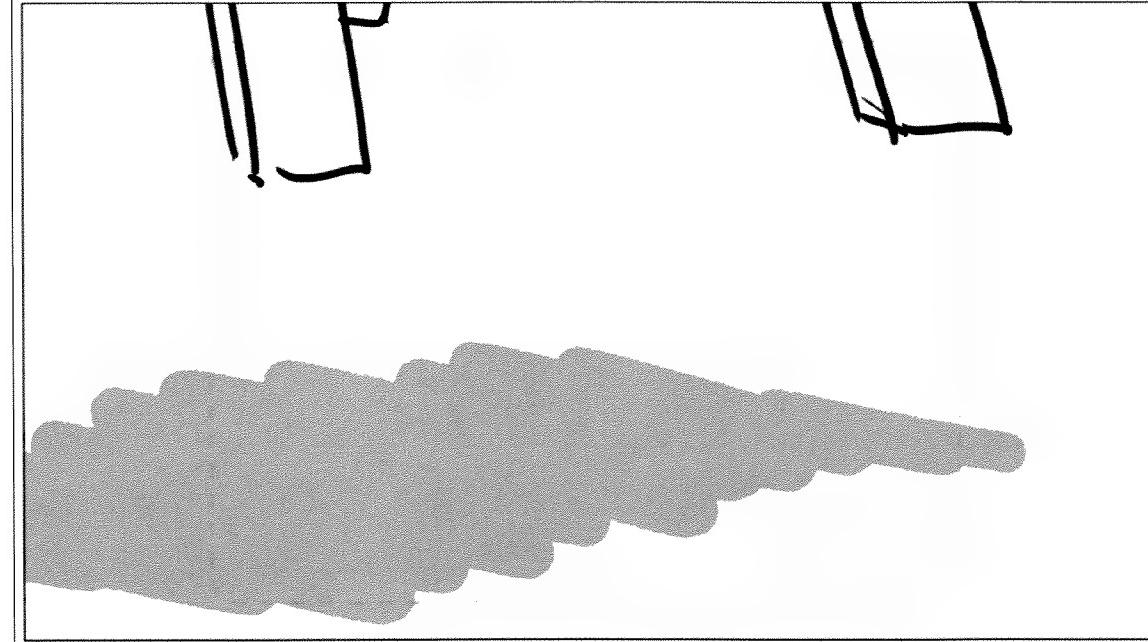
## Dialog

MR. SMILEY (os): ARE THEY PLANNING TO STEAL THE BELT!?

## Slugging

2.07

Scene	Panel
245	1



## Action Notes

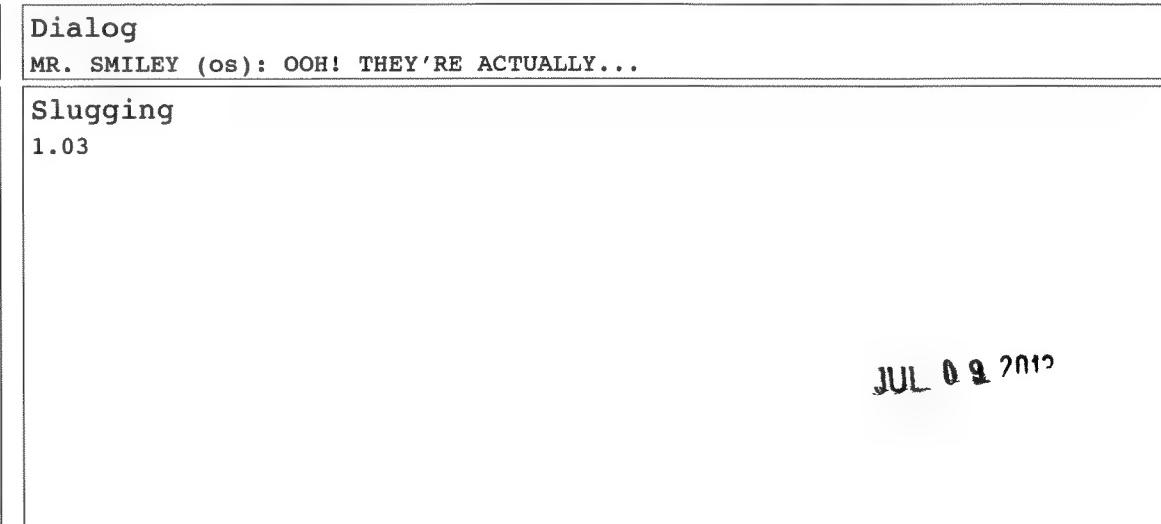
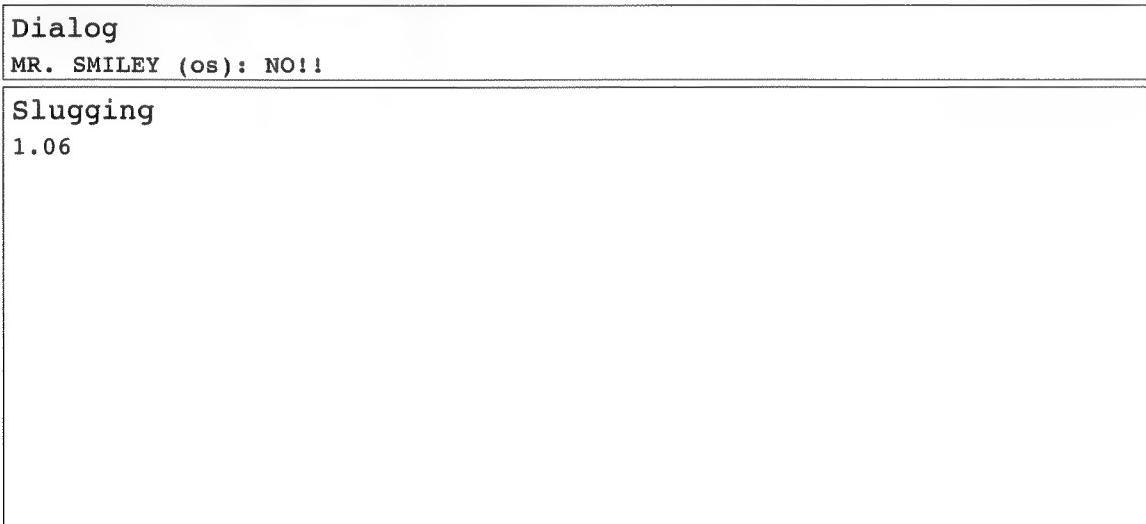
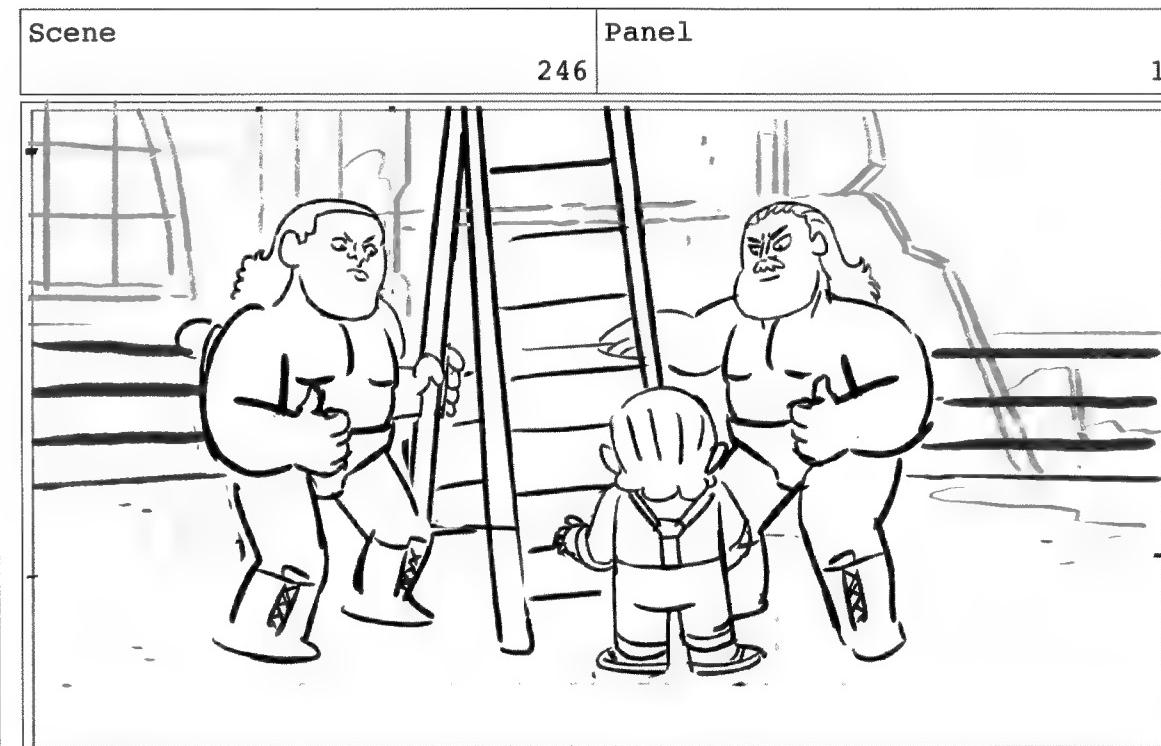
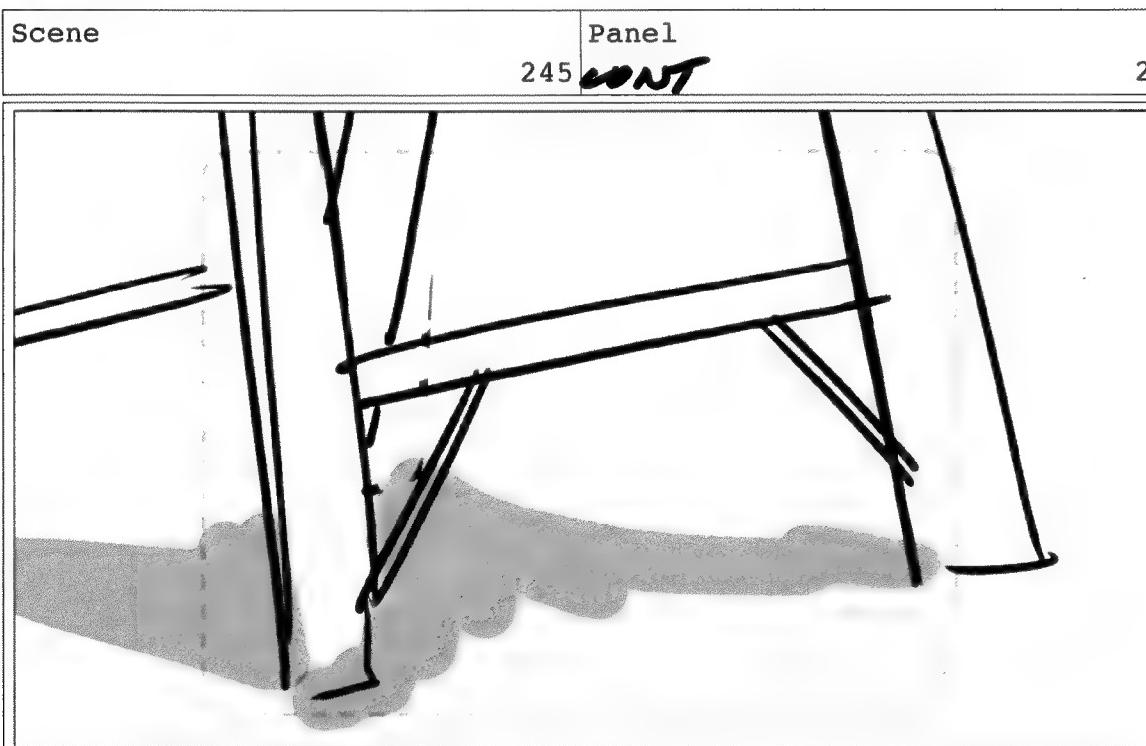
Ladder IN from top.

## Slugging

0.05

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...^

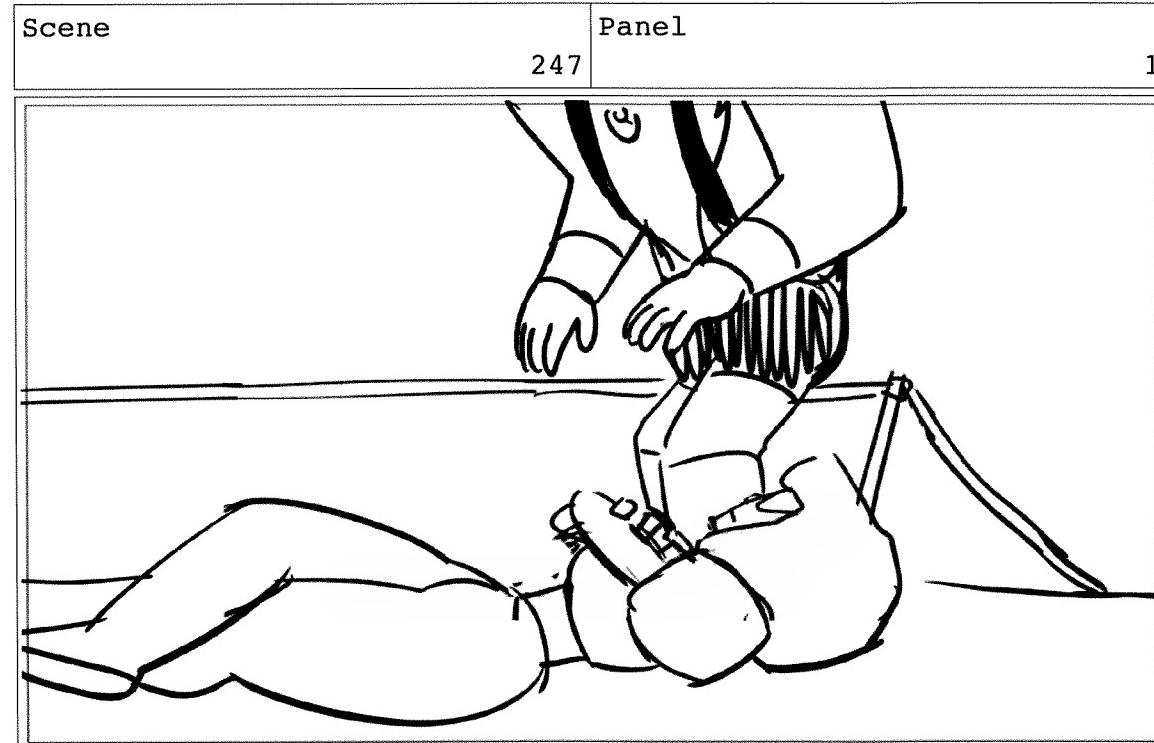
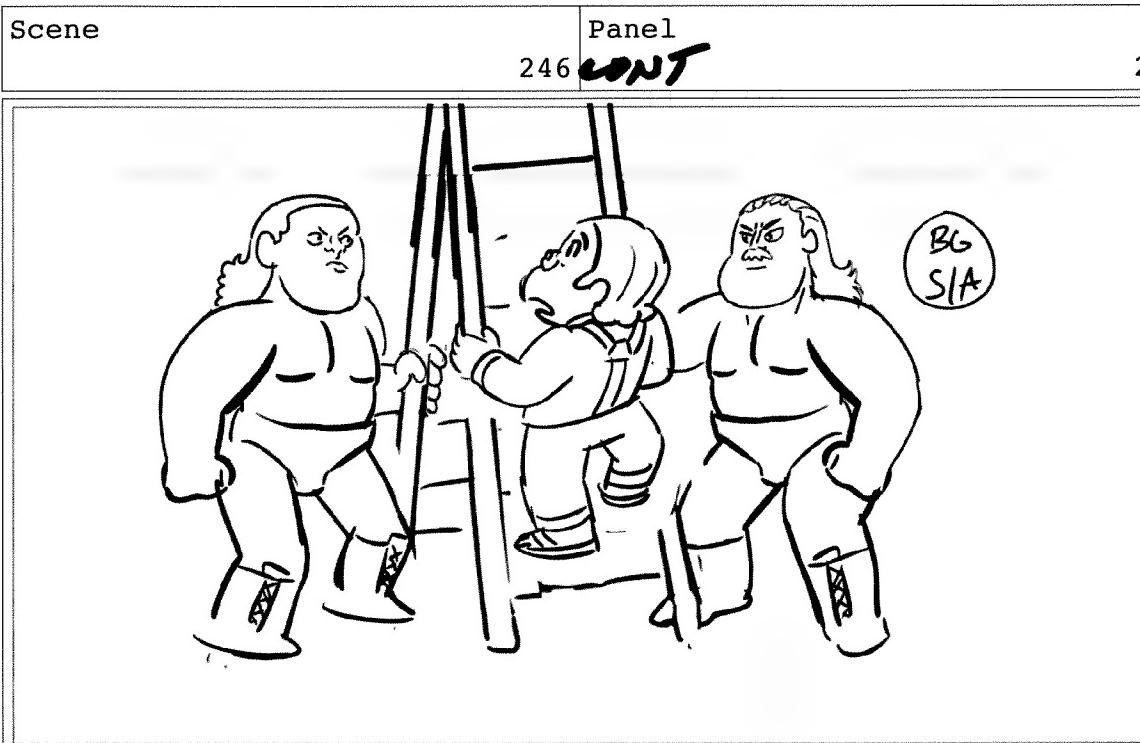
1020 . 011



1020.011

1020.011

1020.011



## Dialog

MR. SMILEY (os): ... HELPING TIGER UP!

## Action Notes

Steven climbs the ladder.

## Slugging

2.01

## Dialog

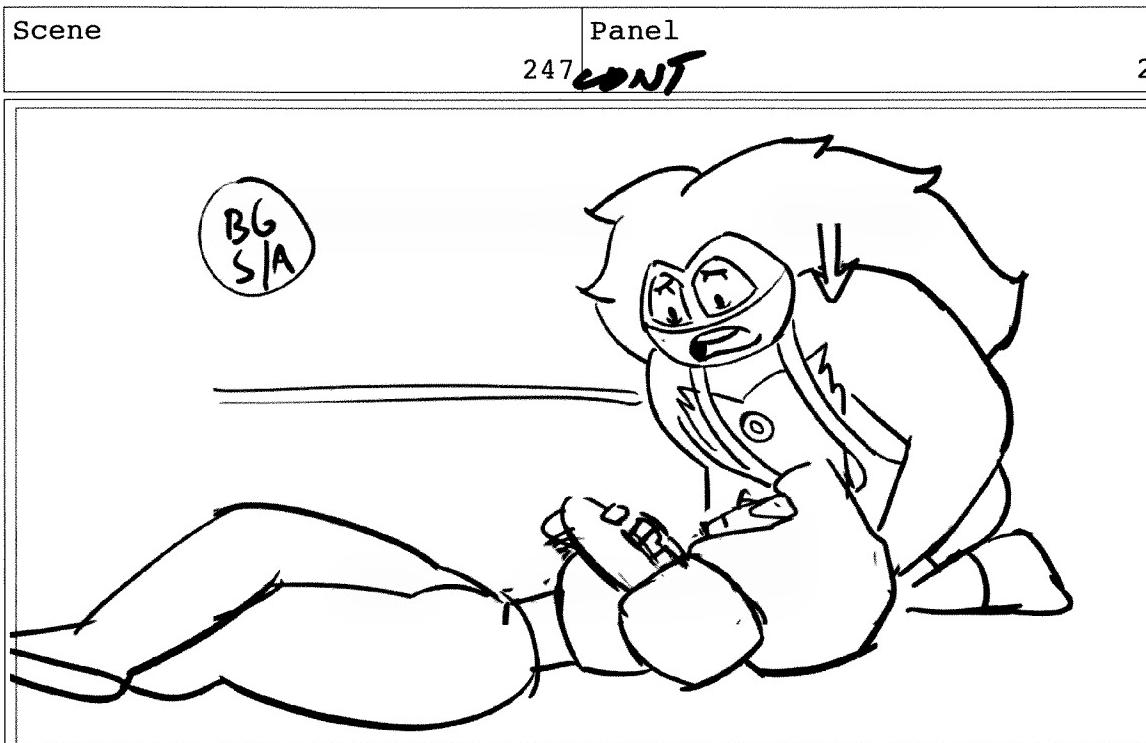
MR. SMILEY (os): HE'S CLIMBING AN ...

## Slugging

2.00

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1020.011



## Dialog

AMETHYST: SORRY FOR... UM...

MR. SMILEY (os): ...ACTUAL...

## Action Notes

Amethyst squats down.

## Slugging

2.05

## Dialog

AMETHYST: SORRY.

MR. SMILEY (os): ... CORPORATE LADDER.

## Slugging

1.15

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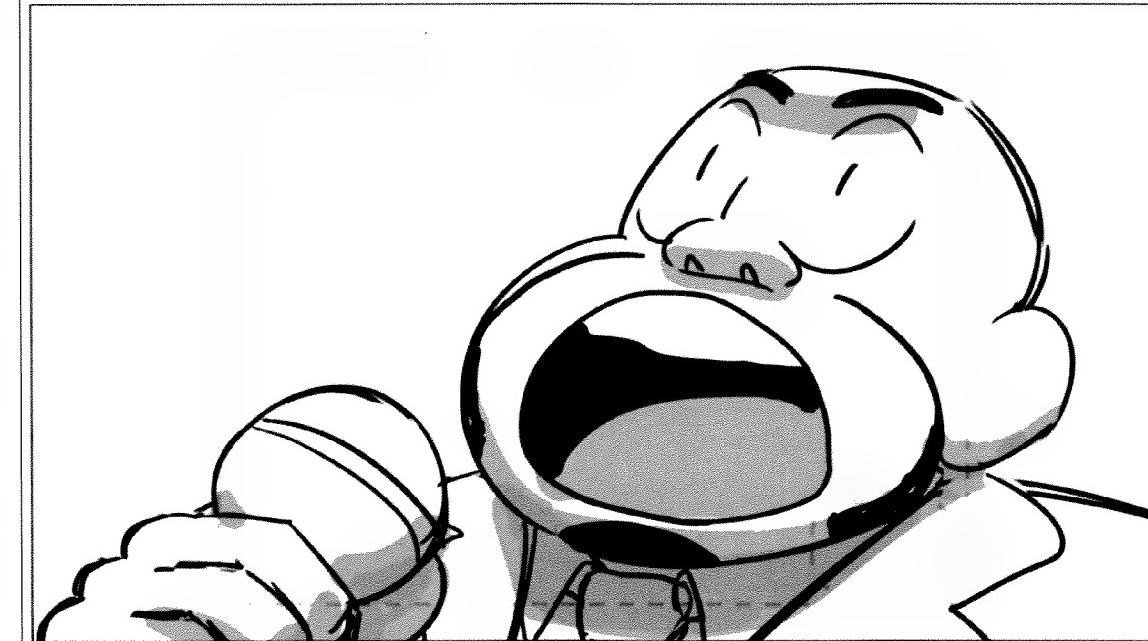
Scene 247 Panel cont 4



Dialog  
GARNET: SAME HERE.  
MR. SMILEY (os): I THOUGHT I'D NEVER LIVE TO SEE THIS.

Slugging  
1.14

Scene 248 Panel 1



Dialog  
MR. SMILEY: TIGER MILLIONAIRE...

Slugging  
1.09

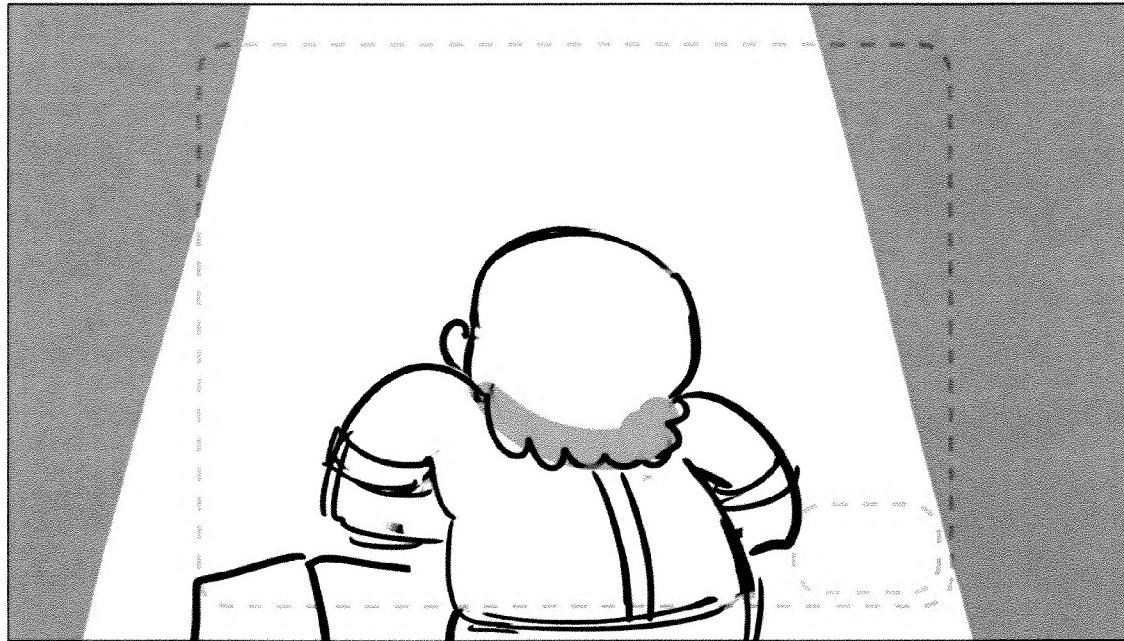
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1020.011

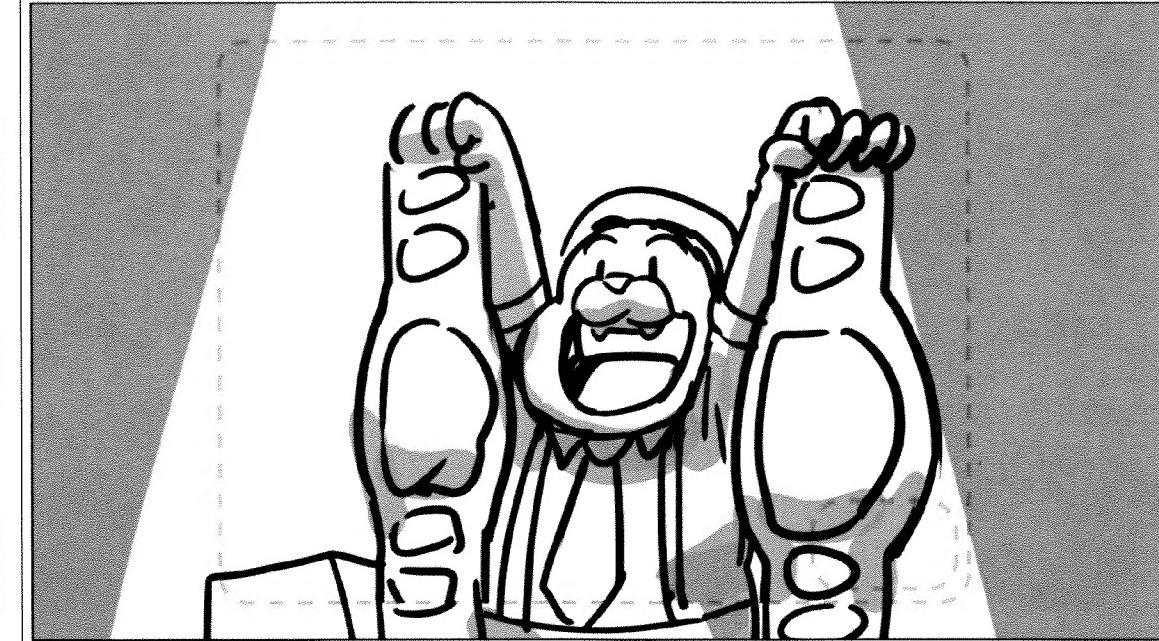
Scene 249 Panel 1



Dialog  
MR. SMILEY (os): ...HAS CLAIMED...

Slugging  
0.13

Scene 249 Panel 2 cont



Dialog  
MR. SMILEY (os): ... THE TAG TEAM BELTS!

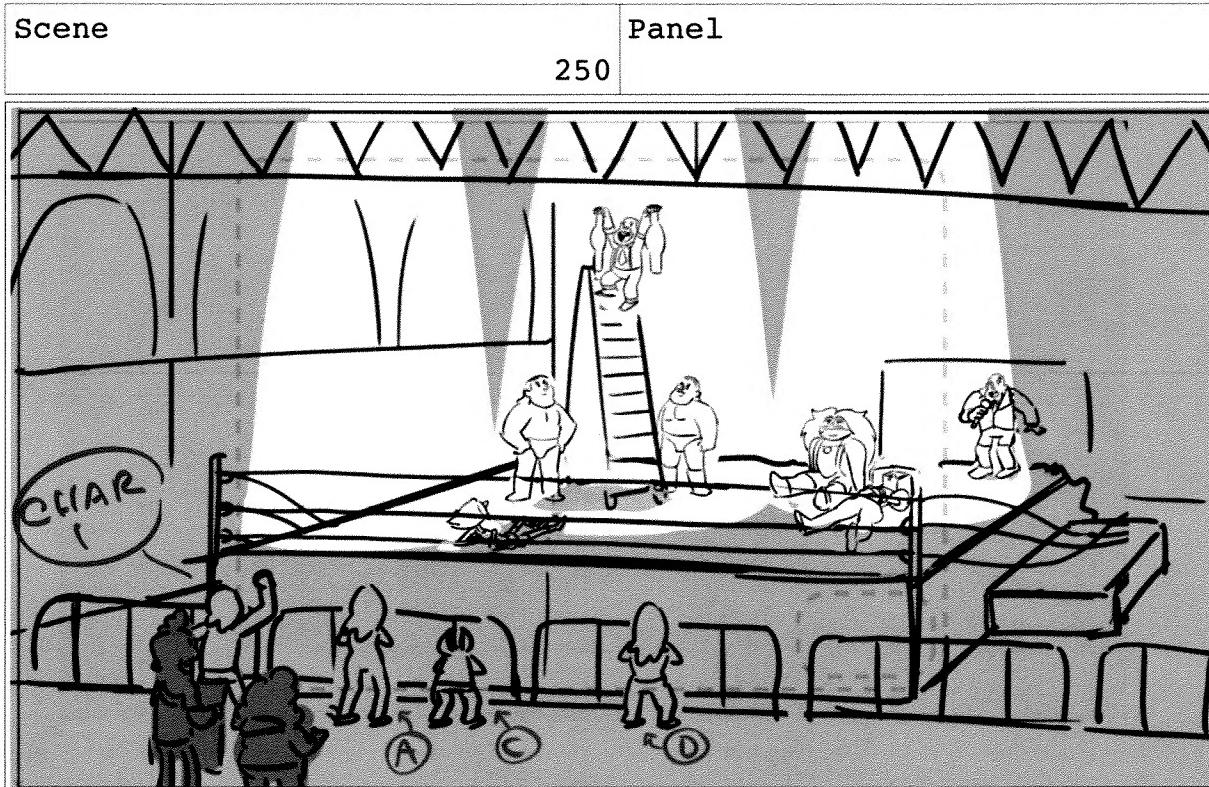
Slugging  
2.07

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1020.011

1020.011



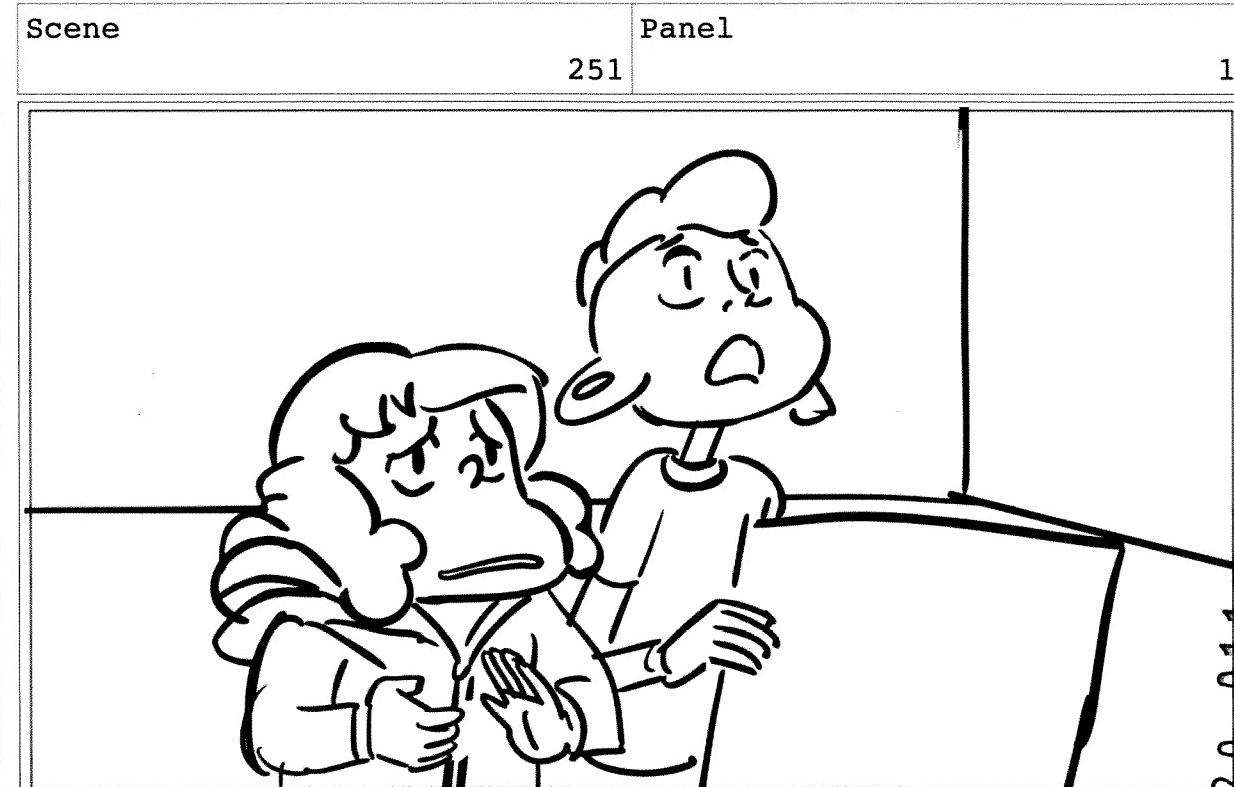
## Dialog

MR. SMILEY: TIGER AND PUMA HAVE WON THE CHAMPIONSHIP AND SAVED WRESTLING!!!

CROWD: <CHEERS AND APPLAUDS>

## Slugging

6.14



## Dialog

SADIE: LARS, I'M REALLY CONFUSED.

## Action Notes

Sadie clapping confusedly. (slowly cycle panels 1-2 through scene)

## Slugging

Panel 1 + 2 = 3.03

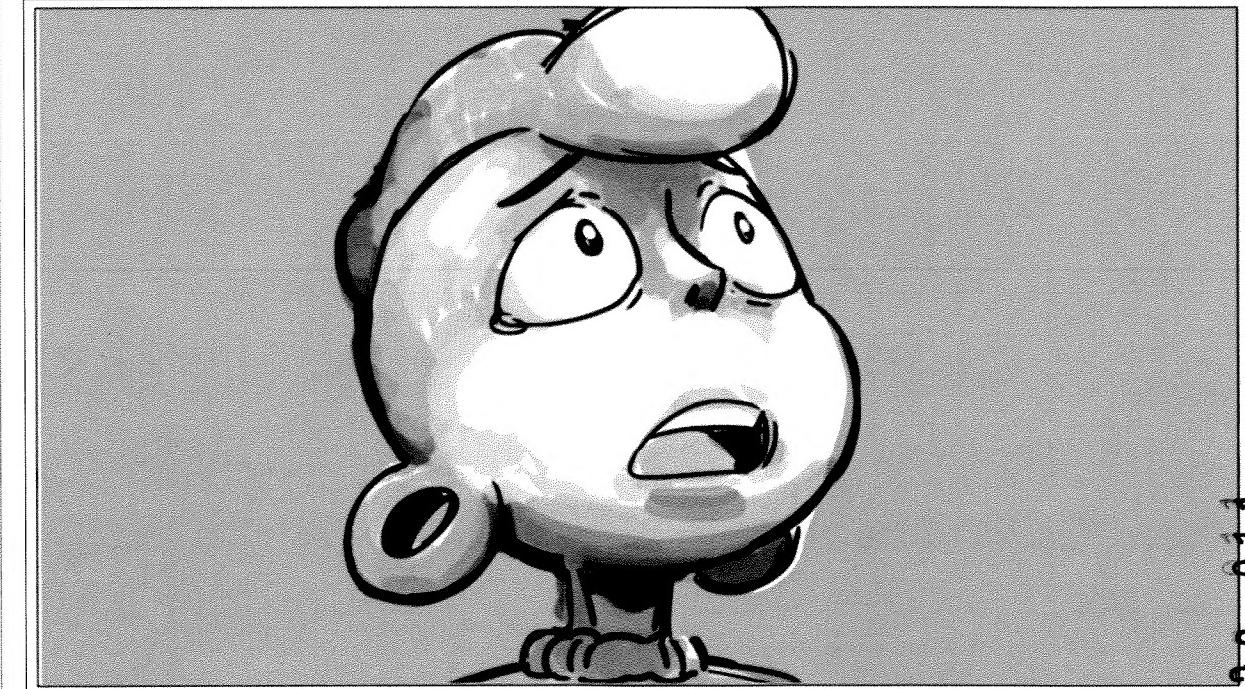
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1020.011

Scene	Panel	
251	cont	2



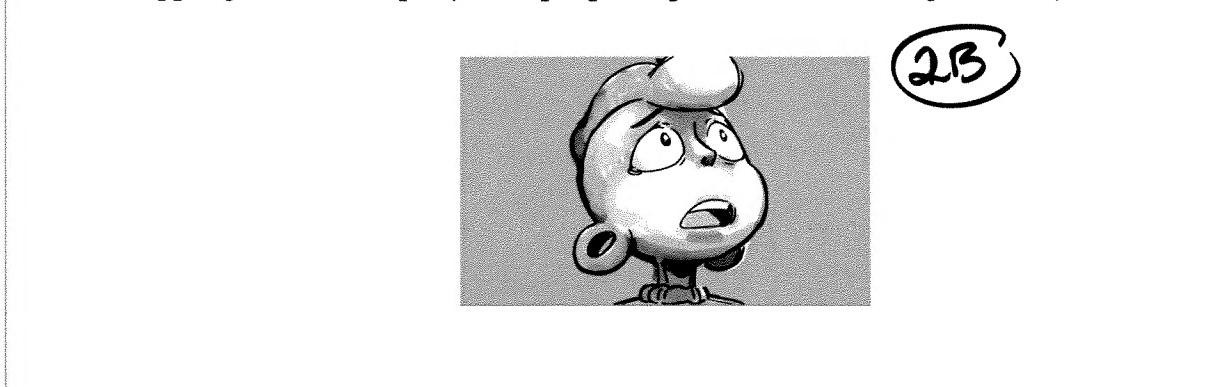
Scene	Panel	
252		1



1020 . 011

Dialog  
SADIE: LARS, I'M REALLY CONFUSED.

Slugging  
Sadie clapping confusedly. (slowly cycle panels 1-2 through scene)



1020 . 011

Dialog  
LARS: I LOVE YOU, TIGER MILLIONAIRE.

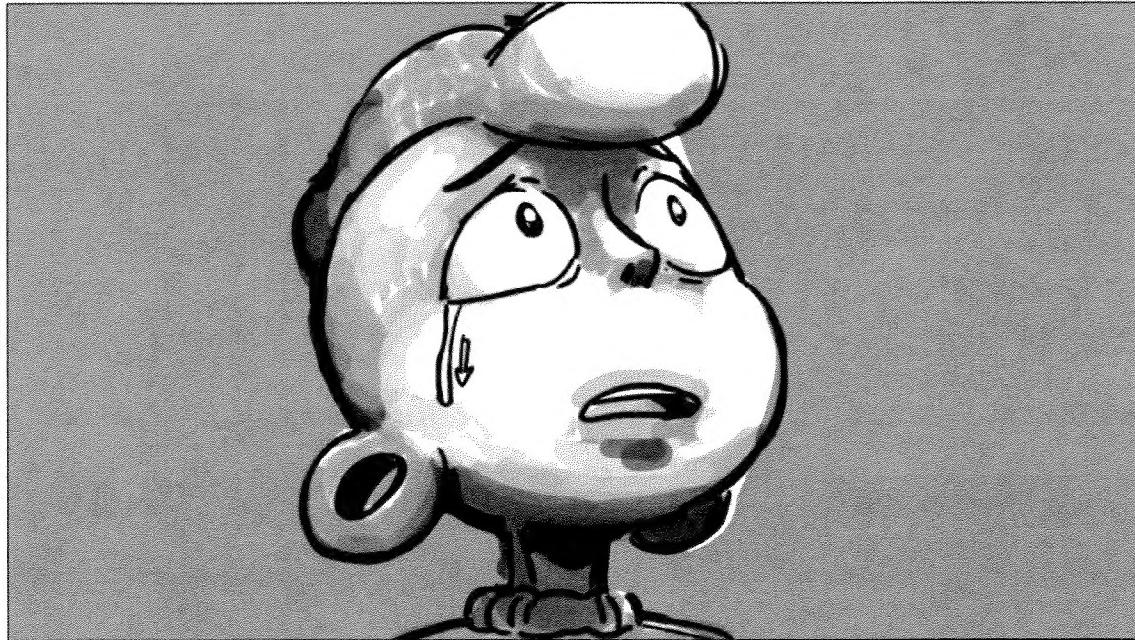
Action Notes  
Super sensitive-looking painting.

Slugging  
3.03

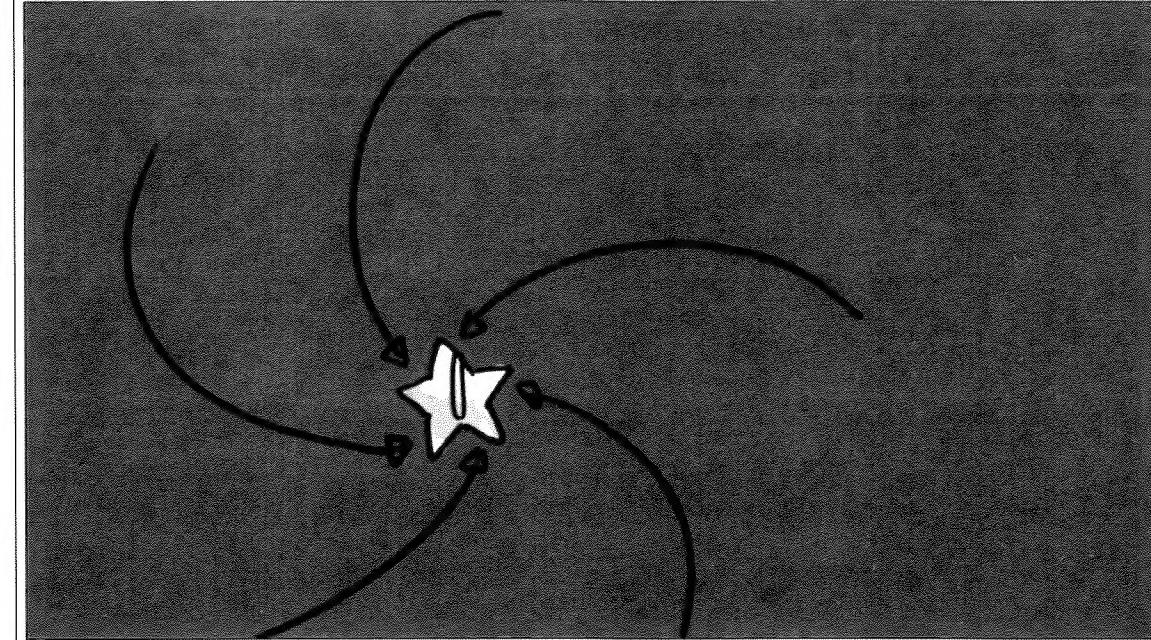
JUL 09 2011

1020 . 011

Scene 252 Panel 2  
*cont*



Scene 252 Panel 3  
*cont*



Slugging  
1.03

Action Notes  
Star iris in on tear

Slugging  
1.03

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1020.011

1020.011